

Wobbly Life ^{the} Board Game



Object of Game

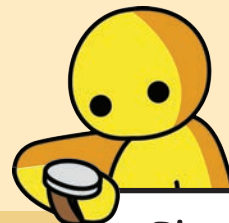


Grandma has finally had enough, and has sent you out into the big, wide Wobbly world to get a job!

Each round, you have 3 cards that you can use for movement, abilities, and trophies. How you play your cards and how well you complete your jobs determines your success!

The final round is triggered when a player has completed 5 unique jobs and purchased a house, or when the movement deck runs out. At the end of the game, the Wobbly with the most points wins the game!

Setup



Short on Time?

You can play any and all mini-games separately for quicker setup and fun!

1 Place the Main Game Board in the center of the table.

2 Remove cards based on player count, then shuffle the deck.



	1 Player	2 Player	3 Player
Remove	35	20	10

3 Shuffle the Prop, Outfit, Pet, and Vehicles decks separately. Place them near the board and reveal 1 card from each deck.

4 Shuffle the Mission deck. Reveal 4 face-up in the "To-Do List" area, and put the remaining cards back in the box.

5 Each player chooses a color and takes:

- 1 player mat
- 2 Wobblies
- 6 player cubes
- 3 movement cards
- 5 coins

6 Place the 4 house cards on the house spaces on the board.

7 Separate the Treasure Hunt Cards into 3 decks (top, middle, bottom). Shuffle each deck, and place them face-down in their matching spaces at the bottom left corner of the board.

8 Place all coins, job tokens, and dice within reach of all players.

9 The Wobbliest player gets the First Player marker. Keep it relaxed side up.

10 In reverse turn order (counter-clockwise from last player), each player places 1 of their Wobblies on any unoccupied white (numbered) space on the board.

Components

- 1 Main Game Board
- 1 Reference Guide
- 2 Double-Sided Mini Game Boards
- 168 Cards:
 - 55 Movement Cards
 - 25 Burger Chef Cards
 - 18 Fishing Cards
 - 9 Mission Cards
 - 13 Outfit Cards
 - 13 Prop Cards
 - 13 Vehicle Cards
 - 13 Pet Cards
 - 5 Garbage Truck Cards
 - 4 House Cards
- 32 Treasure Hunt Mini Cards
- 4 Player Mats



- 7 Dice (4 , 3)
- 8 Wobblies (2 per color)
- 24 Player Cubes (6 per color)
- 13 Gems (4 silver, 4 gold, 3 diamond, 2 uranium)
- 1 Mining Bag
- Cardboard Mountain
- 1 Pickaxe
- 46 Coin Tokens:
20 , 10 , 10 , 6
- 37 Tokens
(32 Jobs, 5 Newspapers)
- 1 First Player Token



Game Overview

On your turn, you need to do all 3 mandatory actions in order. Free actions must be done before step 3 (Draw Cards).

Mandatory Actions (in order)

- 1 Move
- 2 Perform a Job
- 3 Draw Cards



1. Move

You must spend at least 1 movement card to move your Wobbly in any direction. Move up to the total die value shown on the card(s) PLUS any additional movement modifiers on your top vehicle and pet!

You can move through other players, but you can't end your turn on the same space as them, and you cannot move back to your original space.



2. Perform a Job

After moving, perform the job associated with the space you landed on. If the space offers 2 jobs, choose 1. There are 8 different jobs, which are explained in the next few pages.

First Time Jobs

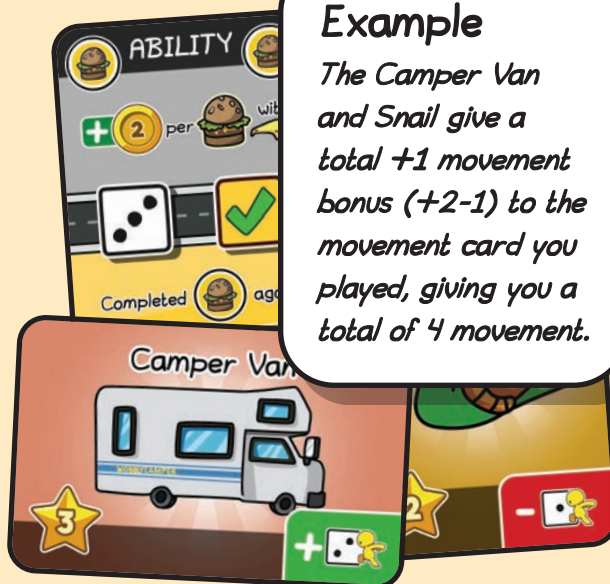
The first time you perform a , all players who participated take the matching job token and place it on their Player Board. Start on the left, and work your way to the right, collecting any bonus that token covered up!

Free Actions (any number) see pg.10-11

-  Shop    
-  Earn a Trophy  Change a Die
-  Complete a Mission  Buy a House

Example

The Camper Van and Snail give a total +1 movement bonus (+2-1) to the movement card you played, giving you a total of 4 movement.



You only get each job token once!



TREASURE HUNT

If you end your turn on a white numbered space, draw 1  (top, middle, or bottom), and place it to the right of your player board.

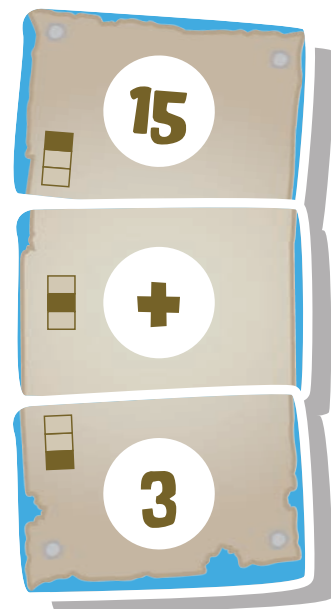
Alternatively, if you complete a job but receive no money, draw a  as a consolation.

When you have all 3 , solve the equation to find the location.

Once you move to the treasure location, discard all 3 , and roll 1  to determine what you find:



and



Example

You collected "15 + 3". The treasure is at space 18!



FISHING

Cast your fishing rod 2 times. Repeat for each time:

1. Draw a fishing card and place it on the fishing board, matching the fish rarity.

2. Roll 2 : **1-2**  **2**  **2** 



moves

1-2 away

1 toward

CAUGHT!

Keep rolling until the fish reaches the dock or ocean.

3. If the fish reaches the dock, you caught it!

4. If the fish reaches the ocean, discard it.

Gain coins shown on any fish you caught, and choose to keep or sell any  artifacts. Then shuffle all fish back into the deck. Keep or discard any    you fished out!

Wow! You found an artifact!



Example

2  moves the fish 1 space towards the dock.

5



RACING

1. Challenge another player. *Both players can earn a first time job token doing this job.*
2. Both players place their unused Wobbly at the start of the Race Track and take 2 .
3. The active player says "Ready, Set, Go!", and both players roll their 2  at the same time.
4. You may advance to adjacent spaces matching 1 rolled  or the sum of both . Rolling 2 adjacent values allows 2 moves.
5. You may not move onto a space occupied by your opponent.
6. Moving on the shortcut requires you to use the sum of both  (see step 4).
7. The first Wobbly to cross the finish line (by rolling doubles) wins. Only the active player gets the coins shown on the space they finished on.



Example

The Red player rolled a  and . They can move on the 1 and then the 6 space.

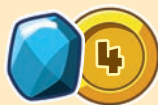
The Blue player rolled a  and . They have a choice to move on the 10+ space using the sum of the 2 , or use the  to move on the 6 space.

Shortcuts allow you to move faster,
but aren't worth as much money at the end!



MINING

1. Draw 6 gems (🎁) from the Mining Bag and place them on the Mountain where the rocks are located.
2. Hit the sides or bottom of the Mountain with the pickaxe. If at least 1 🎁 falls, choose 1 🎁 to keep, and return all other fallen 🎁 to the bag.
3. Repeat step 2 until you have either collected 3 🎁, or the Mountain is empty.
4. Add up the total value of your 🎁 and collect coins!



This isn't baseball!



Helpful Hint!

Don't hit the Mountain so hard that too many gems fall off! You only score 1 gem out of the group on the table.



PAPER ROUND

1. Place the 📰 tokens on the 6 spaces on the Paper Round board.
2. Flick them to deliver them to the target locations.
3. After all 📰 have been flicked, collect the coins shown on each house you hit. (Limit 1 📰 scored per house)

Please Note!

A 📰 is considered delivered if it crosses into the inner circle even partially. In example #1, the 📰 is delivered.



Example #1

The newspaper is inside the inner circle, so you delivered the paper!



Example #2

The newspaper isn't inside any inner circle, so it's stuck on the roof with no reward.

Just shoot better than this, ok?



WOOD CUTTING



Please Note!

You can only move to wood cutting locations that have a

1. Take the Woodcutting board, and place 1 (tree) on each wood cutting location .
2. Place your unused Wobbly on the space.
3. Roll up to 4 up to 3 times to advance to a connected wood cutting location by rolling required values. You may choose to re-roll as many each time.
4. When you reach a wood cutting location , place the location's (tree) on the space.
5. If you can't get to another wood cutting location , then immediately stop rolling.
6. Roll all collected (trees) once turning them into lumber, and gain coins for each individual result:



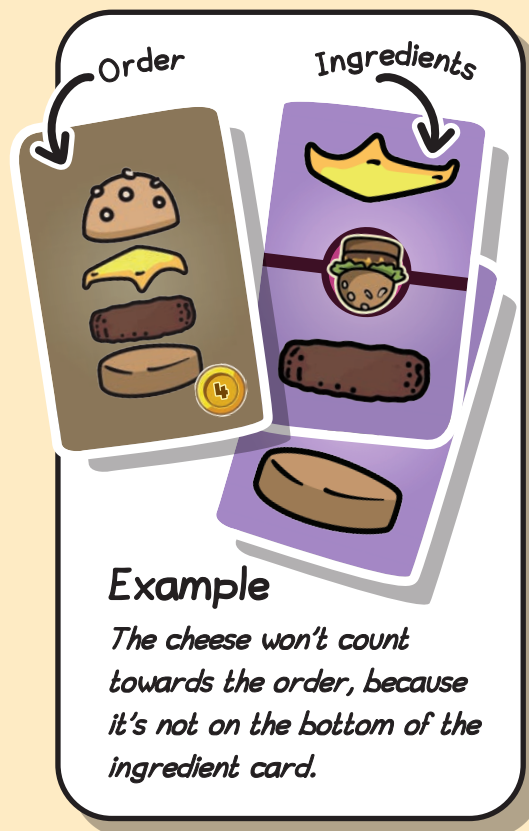
Example

The red player has collected 2 , and has ended up with a , , , and on their 3rd roll at this location. Since the middle is empty and cannot be moved to, and they didn't roll a straight, they move their Wobbly back to and roll their 2 collected .



BURGER CHEF

1. Challenge another player. *Both players can earn a first time job token doing this job.*
2. Shuffle the order deck and draw 3 face-down.
3. Each player takes an ingredient deck.
4. On "Ready, Set, Go!", flip the first order. Both players race to build the burger on the order card using their ingredients.
5. Burgers are built bottom up by stacking cards. Only the bottom ingredient on a card counts towards the burger!
6. When you complete a recipe say, "Order up!". Take the order card, and both players shuffle any used ingredients back into their decks, and flip 1 new order card face-up.
7. After all orders are finished, the active player gains the coins on their completed orders.



TRASH COLLECTION

1. Draw a garbage truck card and place your colored cubes on the numbers shown (main board).
2. Place the garbage truck on TOP of your vehicles. You may buy and own other vehicles when doing this job, but you need to use the garbage truck during this job!
3. When you move over or land on a space with your cube, collect it and add it to your garbage truck.
4. Return to the job with any number of tokens to claim your reward! Remove any remaining tokens on the board.



Helpful Hint!

You can complete the job if you have at least 1 garbage token on your card.

The red player would earn 8 coins for their collected tokens, and would draw a prop card to keep as something cool they found in the trash!



3. Draw Cards

At the end of your turn, if you have fewer than 3 movement cards in your hand, draw cards until you have exactly 3 cards. If the draw deck ever runs out, reshuffle the discards and draw up to 3 cards. Reshuffling the movement discards means it's the last round!

See *End Game & Final Scoring*.



Presents are also hidden throughout the movement deck. Discard the card and gain the reward shown!

Free Actions



SHOP

You may buy 1 item from each shop at your current location.



If able, draw 2, buy 1, and discard 1, OR buy the top discard.

You may own unlimited items.



EARN A TROPHY

If you meet a trophy condition on a card in your hand (bottom of movement cards), tuck it under your player board (left to right). Immediately gain the trophy bonus shown!

If a card has an icon here, it shows what job or mission it can be used for.



USE AN ABILITY

Discard a movement card from your hand to immediately use their ability (top of card).



CHANGE A DIE

Discard a movement card from your hand to change a die result to the one on the card!



Please Note!

Some cards give you points (★), while others give you abilities you can use once per turn throughout the game! Turn it upside down to show you've used it, and turn it around again after your turn is done!

Between turns you may change your card order, but on your turn, you're limited to the top card's ability only! Will you choose your favourite, or be strategic?



COMPLETE A MISSION

The 4 missions in the "To-Do" section give extra points (★) for doing tasks around the island!

1. Be on the location shown on the card.
2. Do what the mission card says.
3. Take the mission card and keep it for final scoring!



BUY A HOUSE

You may buy 1 house from the main game board anywhere on Wobbly Island.

You may only buy 1 house during the game!

End Game & Final Scoring

The game is triggered when either:

- The last Movement Card is drawn or,
- A player buys a house (🏠) and completes 5 unique jobs (!).

Flip the First Player token to the Stressed Wobbly side and finish the current round, then play one Final Round and proceed to Final Scoring.



Score points from:

- Your house (🏠),
- All cards on your board (🔑, 👕, 🐕, 📦),
- Trophies (🏆),
- Missions (📄),
- and Jobs track (!)



The player with the most points (★) wins. Ties are broken by most completed missions (📄), then trophies (🏆) achieved. If still tied, the player with the most leftover coins (🪙) wins. If still tied, all tied players win (Grandma's arms are big enough to hug you all)!





SOLO MODE

Sometimes you don't always have someone to play games with. For that reason, we have our friendly outer space robot, Otto the Automaton, to play with you!

First choose a difficulty setting for Otto. In order to win the game, you need to have:

EASY

0 Missions ()

1 Trophy ()

20 Points ()

NORMAL

1 Mission ()

2 Trophies ()

30 Points ()

HARD

2 Missions ()

3 Trophies ()

40 Points ()



BURGER CHEF

1. Set up the 3 order cards face-up and place a  on each of them.
2. Remove 2 of your ingredient cards.
3. Look at your top ingredient card. If you can't use any of the 4 ingredients, discard it. Move to the next card.
4. Every time you complete an order or shuffle your ingredient discards, roll the  on each remaining order card. Discard each burger with a  rolled on it, Otto made that burger.



RACING

1. Set up the 2 Wobblies as usual (choose a Wobbly color for Otto).
2. Roll 2  for yourself, and 1  for Otto. Roll all dice at the same time.
3. Move your Wobbly first, then Otto's. Otto will move 1 space (you decide where) if he rolled a  or . If a  is rolled, Otto doesn't move.
4. Otto needs to roll a  to cross the finish line!

Game Designers: Karl Juhlke & Adrian Adamescu

Graphic Design & Illustration: Karl Juhlke

Rules Written by: Adrian Adamescu

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Illustrations based on art used in Wobbly Life by RubberBandGames.

Playtesters: Jchon Bahl II,

Destin Bernie, Jonathan

Chaffer, Gray Detrick, Eli

Edwardson, Barnabas Juhlke,

Cordelia Juhlke, Marcus Juhlke, Maximus Juhlke,

Rosie Juhlke, Ethan McRoberts, Mitch Moore,

Maggie Shipley, Mikayla Woods, Lauren Woolsey



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