

Gnome Village

Rulebook

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2-4
players

30-60
minutes

10+
ages

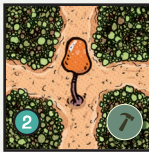
Goal

Gnomes may be small, but they are capable of remarkable feats! These little folk are friendly, hardworking and occasionally quite mischievous. Whether they are helping a neighbor out of trouble or being up to no good, this is what being part of a gnome village is all about. Build the most beautiful village for your Gnomes and earn points by buying Houses, Workshops and Businesses. Put your Gnomes to work and once a player has 5 Gnomes in their Gnome village, finish the round and end the game. The player with the most points wins!

Components

Tiles

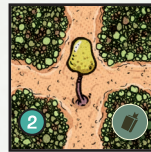
Workshops



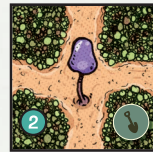
Carpenter (5)



Painter (5)



School (5)



Gardener (5)



Houses (20)



Roads (45)



Businesses (23)

Pieces



Gnomes (20)



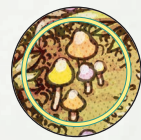
Gnome Coins (72)



Product Tokens (8)



Happy Gnome Token (1)



First Player Token (1)

Cards



Forest Cards (45)



Business Reference (1)



Village Costs (1)

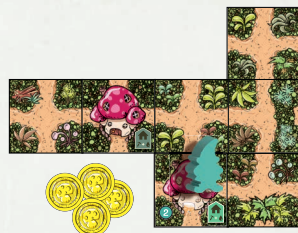


What to Do On Your Turn (8)

Setup

Step 1 Give each player:

- 1 **Gnome** (each player chooses a color)
- 2 **House tiles**
- 5 **Road tiles** (3 four-ways and 2 T-junctions)
- 4 **Gnome Coins**
- 1 **What to Do on Your Turn card**



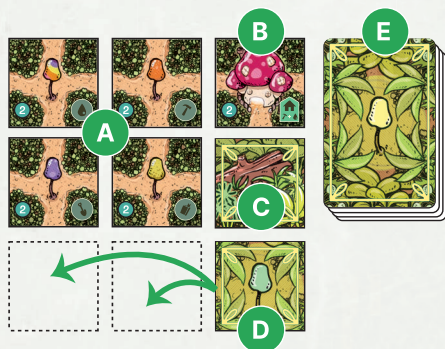
Step 2 Build your village according to these placement rules:

- Each **House tile** must be adjacent to at least 1 **Road tile**.
- All **Road tiles** must be connected to other tiles.
- Choose 1 **House tile** and place it with the 'Lights On' side up. The other House tile will be on the 'Lights Off' side.
- Place your **Gnome** on the House tile with the 'Lights On' side. During the first turn, this Gnome can move immediately.

Step 3 4 Player Game Place the following components in the middle of the table:

- Create a separate stack for each type of 4 **Workshop tiles**.
- Create a stack of House tiles.
- Shuffle the Road tiles and create a face down stack.
- Shuffle the **Business tiles**, create a face down stack and reveal 2 tiles.
- Shuffle the **Forest cards** and create a face down deck leaving enough space for a discard pile.
- Place the **Product tokens**, **Happy Gnome token**, **Gnomes**, **Gnome Coins** and **Business Reference card** nearby.

Step 4 Give the **First Player Token** to the player who last spotted a mushroom. This player starts the game. Play then proceeds in clockwise order.



Setup for 2 or 3 Players

Setup the game for 4 Players, but adjust the following quantities:

2 Players

House tiles (10),
Workshop tiles (3 each)

3 Players

House tiles (15),
Workshop tiles (4 each)

Gameplay

Your turn consists of 4 phases. You always perform these phases in the same order.

1. Reveal

Flip a Forest card onto the discard pile and resolve it. (page 5)

2. Earn

Receive Gnome Coins for Gnomes on a Business tile. (page 7)

3. Work & Buy

Work

You may use each active Workshop tile by deactivating it. (page 6).

Buy

Buy tiles and/or Products with your Gnome Coins. You may buy whatever you want, as long as you have enough Coins to pay for it. **Exception: a maximum of 5 House tiles per Gnome village.** Tiles are placed in your village immediately. Once a tile is placed, you may not move it.

4. Move

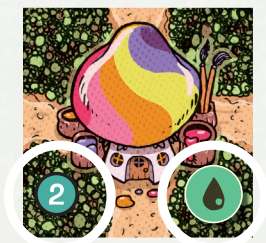
Move your Gnome(s) to a Workshop or Business tile. Your Gnome may move across any number of tiles. A Gnome can move across House, Workshop and Business tiles, but not through a Road blockade. When the Gnome leaves their House, the light remains on. **Only 1 Gnome of the same color can be on a Workshop or Business tile.**

Workshop

If your Gnome ends on an inactive Workshop tile (small mushroom), flip the Workshop tile to its active side. (page 6)

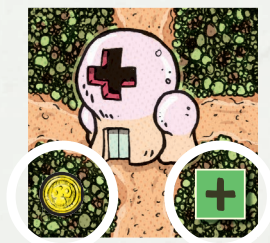
Business

If your Gnome ends on a Business tile, you may perform the associated action. (page 7)



Points

Workshop
Product



Earn
Phase

Business
Action

Forest Cards

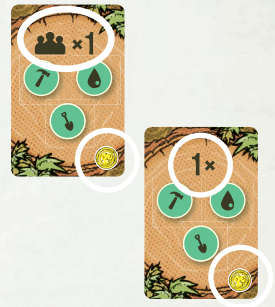
At the start of your turn, reveal 1 Forest card and resolve it.

Activate

1. Choose 1 of the Workshop icons and activate 1 corresponding Workshop tile. You may use this Workshop during this turn. If you do not have the Workshop or if it is already active, this tile does not activate.

If there is a  symbol, then all players may choose a Workshop tile and activate it.

2. Receive 1 Gnome Coin.

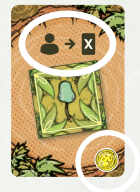


Removal

2. Take a Business tile from another player's village and place it in the Forest Card discard pile. If there was a Gnome on this Business tile, return it to its House tile.
3. Receive 1 Gnome Coin.

Note:

- If the opponent's village no longer complies with the placement rules, the empty space must be filled as soon as possible with a new Road or Business tile.
- If you discard a Hat Business causing a tie, then the Happy Gnome stays with the player who already has it. (page 7) Does this player no longer have a Hat Business? Place the Happy Gnome back in the center of the table.



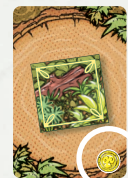
Gnome Coins

Receive the number of Gnome Coins shown.



Roads

4. Draw 1 Road tile from the stack and place in your village.
5. Receive 1 Gnome Coin.



Angry Gnome

6. All players choose 1 of their Gnomes that is standing on a Workshop or Business. Place the Gnome back on a House tile. If the Gnome is standing on a Workshop, then flip the Workshop tile over so that it becomes inactive.
7. Receive 1 Gnome Coin.



Workshops

The Workshop tiles give you abilities to expand your village.

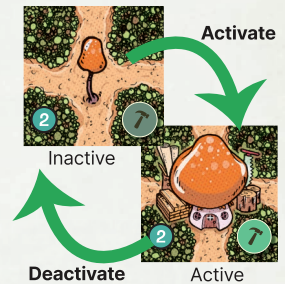
Activate

Once you place a Gnome on an inactive Workshop tile, flip it to the active side. From your next turn onwards, you can use the resource from the Workshop tile.

After activating the Workshop tile, you may:

- Use it in your next turn by deactivating the tile by flipping it back to the Inactive side.
- Choose not to use it yet. If you move the Gnome during your next 'Move' phase, the Workshop remains active.

You may only use Workshop tiles during the Work phase. Because the Move phase occurs at the end of your turn, you can only use activated Workshop tiles in your next turn.



Work

Painter and Carpenter (Place House)

You need both an activated Painter and Carpenter tile to place a new House tile. Deactivate the Painter and Carpenter tiles and receive a new House tile.



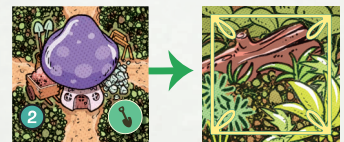
School (Place Gnome)

You need an activated School tile to place a new Gnome in your village. Deactivate the School tile and receive a new Gnome. Without an available House tile, you cannot place a new Gnome. (page 10)



Gardener (Place Road)

You need an activated Gardener tile to place a new Road tile in your village. Deactivate the Gardener tile and receive a new Road tile.



Workshop tiles can be reactivated by placing a Gnome on them during the Move phase.

Note: Acquiring a new House tile, Road tile or Gnome does not cost Gnome Coins by using Workshops.

Products

Product tokens are acquired through Business actions. (page 8-9) Use these tokens to gain a Work ability instead of deactivating a Workshop tile. Return the token to the supply after spending.



Businesses

Some Businesses allow you to perform special actions as well as provide Gnome Coins and points. Businesses are purchased from one of the 2 face-up Business decks. Replace immediately after drawing.

Earn Gnome Coins

During the 'Earn' phase of your turn you earn Gnome Coins for each Gnome on a Business tile. The number of Gnome Coins you receive is shown in the bottom left hand corner.

Restaurant

A Restaurant earns you 1 point at the end of the game.

Hat Business

If you have more Hat Businesses than your opponents, you receive the **Happy Gnome**. In case of a tie, the Happy Gnome remains with the player who already has it.

At the end of the game, the Happy Gnome earns you an additional point for each Hat Business you have. Other players do not earn points for their Hat Businesses.

Actions

You may perform an action immediately after placing your Gnome on the Business tile. The Goldsmith business tile does not have an action. **Note: you cannot use a Business tile 2 turns in a row!**

Village Costs

For the cost of 1 Gnome Coin, place a Business tile in your village from one of the two face up reveal stacks. Then replenish from the face down stack. Buy a new Workshop tile for 2 Gnome Coins. Place this Workshop tile in your village with the inactive side facing up.

Sometimes you can not or do not want to use a Workshop tile. Instead, you can pay with Gnome Coins:

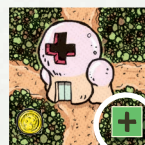
- Pay 3 Gnome Coins and place a new Road tile.
- Pay 3 Gnome Coins and place a new Gnome on an available House tile
- Pay 3 Gnome Coins and perform the action of a Workshop tile of your choice.

Example:

You have an active Carpenter tile, but no Painter tile. During the 'Work & Buy' phase, you pay 3 Gnome Coins and deactivate the Carpenter tile to acquire a House tile.



Goldsmith



Workshop



Business



Road



Gnome



House



Business Actions



Police: Each opponent receives a fine.

Each opponent gives you 1 Gnome Coin, unless a player has no Gnome Coins.



Chapel: Gnome falls in love.

Choose 1 Gnome from an opponent and place it next to your Gnome on this tile. If the opponent's Gnome was on an active Workshop tile, flip this Workshop tile over to its inactive side.

When it's the opponent's turn again, return the Gnome. The opponent places the Gnome on a House tile where the 'Lights on' side is turned up.



Theater: Give a performance.

Receive 1 Gnome Coin from the supply. For each Gnome on an adjacent Workshop or Business tile, receive 1 additional Gnome Coin. These tiles can also be adjacent diagonally.



Courier: Sell a Product to another village.

Flip the active Workshop tile of which the product you want to sell to its inactive side. Give the corresponding Product token from the general supply to a chosen opponent. This opponent gives you 3 Gnome Coins.



Military: Protect your village.

You are protected against the actions: 'Police', 'Date', 'Courier', 'Thief', 'Airport' and 'Prison'. If an opponent places a Gnome on this tile using the 'Airport' action, this protection only applies to their village.

The 'Prison' action is part of the Deluxe edition.



Thief: Steal from an opponent.

Choose 1 opponent and take up to 2 Gnome Coins from their supply.



Financial Advisor: Make a good investment.

If you spend all your Gnome Coins this turn, receive 1 Gnome Coin at the end of your turn.



Architect: Remodel your village

You may rearrange your village. After rearranging, your village must comply with all placement rules.



Doctor: Heal a Gnome from another village.

Activate 1 Workshop tile without placing a Gnome on it. Give 1 corresponding Product token from the general supply to 1 opponent.



Airport: Fly to another village.

Place this Gnome in another player's village on a Workshop or Business tile without a Gnome.

Workshop:

Activate the Workshop tile. During the opponent's 'Earn' phase, receive 1 corresponding Product token from the general supply.

Business:

Immediately perform the corresponding action. During the opponent's 'Earn' phase, receive 1 Gnome Coin.

After the opponent's 'Earn' phase, take back your Gnome and place it on its 'Airport' tile. The Workshop or Business tile becomes available again for the opponent. When you return your Gnome to your 'Airport' tile, you will not receive a Gnome Coin during the 'Earn' phase in your turn.

Deluxe



Construction Site: Construct a Business.

Take 1 Business tile from the facedown stack and immediately place it in your village. This action is only possible if you can connect the Business tile to a Road tile.



Prison: Capture an opponent.

Take 1 Gnome from an opponent's village and place it on the Prison tile. During the opponent's 'Earn' phase, take 1 Gnome Coin from their supply as payment, then the opponent places the captured Gnome back on a House tile in their own village. **The prison only has room for 1 Gnome at a time.**



Swimming pool: Refresh your Gnome.

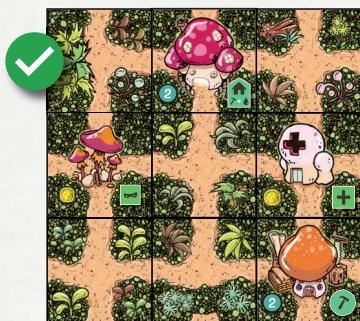
Activate 1 Workshop tile without placing a Gnome on it.

The Deluxe edition includes screen printed Gnomes Meeples and 4 extra Business tiles.

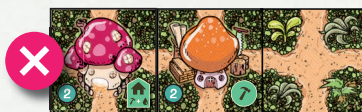
Roads

Roads are the connections in your village.

- Each House, Workshop and Business tile must border at least 1 Road tile.
- Buildings can border each other as long as each building also borders a Road Tile with an open path.
- Some Road tiles have a path with a blockade. Your Gnome cannot pass through these blockades.



Correct - Each building borders a Road tile.



Incorrect - There is no continuous Road tile bordering the House and Doctor tiles.

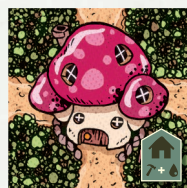
Placing Gnomes

To place a new Gnome in your village, you must:

- Have at least 1 House tile per Gnome. For example, for 3 Gnomes, you must have 3 House tiles.
- Have an activated School tile, spend a School Product token or spend 3 Gnome Coins.

When you place a new House tile, the 'Lights off' side is face up. If you want to place a Gnome there, flip the House tile to the 'Lights on' side. Then, place your Gnome lying down on this House tile. They need to rest from the journey and are inactive.

In your next turn, at the start of the 'Move' phase, place the new Gnome upright. This Gnome is active and you can move them within your village.



The light is off in new House tiles.



When a Gnome lives there, the light is on.



Tip:

Are you playing with children under 12? Then each player can play with 1 less Gnome to make the game easier and shorter.

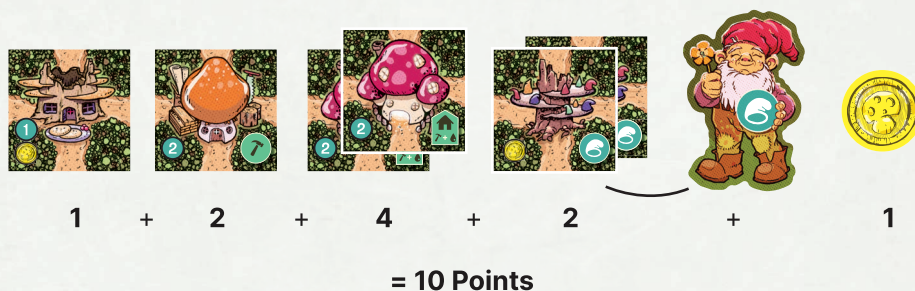
End Game

Once a player has placed 5 Gnomes in their Gnome village, the game ends. Complete the round so that each player has had an equal number of turns.

Then, score the tiles in your village. Scoring is as follows:

- 2 points per Workshop (Carpenter, Painter, Gardener and School tiles).
- 2 points per House with the 'Lights on' side up.
- 1 point per Restaurant.
- If you have the Happy Gnome, earn 1 point per Hat Business tile.
- 1 point per unspent Gnome Coin.

Do you have the most points? Then you win the game! Is there a tie? Then the player with the most tiles wins.



Credits

Game Design: Marinde Kneppers

Illustrations & Graphic Design: Jason Gamber

Playtesting: Amsterdam Board Game Design Group and all playtesters for hours of testing. Vicky Swers, Nieske Tegel, Selma Tegel, Mark Janssen, Jeroen Hof, Tim Kornet and everyone else for proofreading the rules.

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Social Giants for the promotion video on Kickstarter.

And all the wonderful Kickstarter backers.

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How to Play video
can be found here:



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