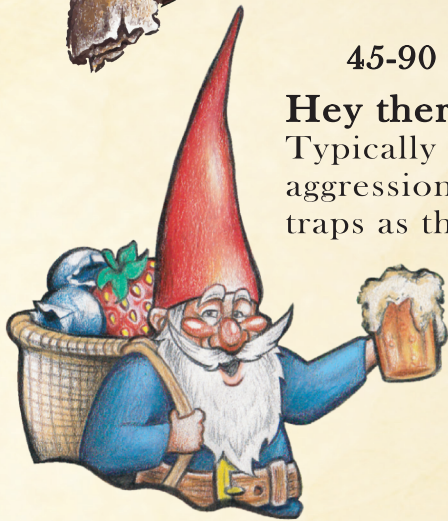


OH GNOME YOU DON'T!



2-6 Players, Ages 10+
45-90 Minutes (depending on the number of gnomes)

Hey there! It's adventure time for gnomes as they travel the forest trail. Typically cheerful and friendly, the gnomes sometimes let greed and aggression get the best of them as they get into brawls, play tricks, and set traps as they compete to be the richest gnome by the end of the game.



Objective: To be the gnome with the most gems!

What's in the Box: a game board, six gnome moving pieces with stands, one die, a draw pile of 104 Draw cards (with **green**, **purple**, and **red** titles), 60 Brawl cards (6 sets of 10 cards for each gnome player), and plenty of colorful gems.

Let's get set up:

- Deal two Draw cards with **green** titles to each player. For example, if there are four players, deal eight green cards. Everyone looks at their own two Draw cards as their hand.
- Shuffle the remaining Draw cards several times and place them within reach of all players. You can move this pile, if needed, as the game progresses.
- Put the gems in the Gem Mine on the board.
- Each player chooses a gnome and puts him on the start space of the board (lower left).
- Deal each player 10 Brawl cards matching the shirt color of their chosen gnome.
- Designate a discard pile off the board. When the Draw pile runs out, shuffle and reuse this discard pile to form a new Draw pile.



Alright, let's get started!

The shortest player goes first, and turns continue clockwise.

Each turn follows this sequence: **ROLL**, **MOVE**, **PLAY**, **DRAW**, unless your movement brings you into a business, then it's **ROLL**, **MOVE**, **SELL**.

Step 1: ROLL and MOVE

Roll the die and move your gnome that number of spaces along the trail. If your roll allows you to enter a business, you can. No card played or drawn in a business. The next gnome should start their turn while you are selling. (See **BUSINESSES**, page 2)

Step 2: PLAY a Card (If Available)

You may play a **Green Card (Item)** or **Purple Card (Action)** from your hand. You won't always have a playable card. (See **DRAW CARDS**, page 2)

Step 3: DRAW a Card

To finish, draw a new card and alert the next gnome that it's his turn. Remember, no playing or drawing a card in a business!



ROLL



MOVE



PLAY



DRAW



GEMS AND THE GEM MINE

Each colored gem is worth a different amount, like it shows here and on the board near the Gem Mine. Gems are valued in units of 1, and when collected, you must take them in the biggest denomination possible. The gold gems are a bit more protected than the other gems in attacks. It's a good idea to consolidate up to gold when in a business, which is the only place a gnome can change up to gold.

If you need to swap gems from the Gem Mine to respond to a brawl or make a payment, just trade down what you need. Make sure everyone can see your gems. No hiding your treasure!

BRAWLING

Brawling takes place when a gnome moves onto an occupied trail stone, either by rolling or when two gnomes are brought together by a **Purple Card (Action)**, and at least one gnome on the trail stone wants to brawl. You can only brawl once at each trail stone unless a new gnome moves onto the same trail stone. Absolutely no brawling in a business. It's bad manners.



- ◆ Always keep your used and unused Brawl cards secret from other gnomes.
- ◆ On a gnome's turn, brawling happens before playing a card. **Roll, Move, BRAWL, Play, Draw.**
- ◆ If every gnome sharing a trail stone agrees not to brawl, they just share a chat and chuckle and remain friends instead.

If at least one gnome wants to brawl, it's on!

Each gnome sharing the trail stone looks through their unused Brawl cards and selects one. Hold the card in your hand face down. Once all brawling gnomes are ready, count "3, 2, 1, BRAWL!" Reveal cards at the same time and announce the title of your card: "Toe Stomp!"

The gnome with the highest number wins the brawl!

The winning gnome collects gems from all involved in the brawl, equaling the difference between the winning Brawl card number and the card number of each other brawling gnome. Gnomes may make change from the Gem Mine, if needed, but trade down only what you need. If a gnome does not have enough gems to pay, he gives what he can.

For example, if the blue gnome holds out "7 - Toe Stomp" and the green gnome holds out "10 - Wedgie Yank", the green gnome collects three gems from the blue gnome. (10 minus 7 equals 3 gems paid to green gnome.)



If there's a tie between two gnomes, nothing happens. No hard feelings. A tie between more than two gnomes? Those gnomes settle the tie by each rolling the die to see who wins with the highest roll. The winning gnome collects gems from all except those he tied with.

Each gnome creates their own discard pile of used Brawl cards, face own and partially tucked under the edge of the board. Always keep your Brawl cards secret from other players.

Out of Brawl cards? Tough luck! You'll have a zero each time someone brawls with you.

TRAIL EVENTS

Slug Slime

Land exactly on the green stone to slide your gnome along the Slug Slime to the other side. This counts as moving one stone along the trail.



Troll Bridge

Guarded by the nasty troll, the bridge is a dangerous area! Approach with caution! During a gnome's movement, pause on the blue stone and decide whether to pay five gems to cross the bridge or take your chances on the trail behind. As always, trade down gems if needed when paying or losing gems. If losing 2 items, discard only Green cards tabled in front of you. When discarding half of your hand randomly, round down. All gems paid or lost go to the Gem Mine and cards to the discard pile.



Gnomes who are sent back to a stone space before the Troll Bridge decide which route they take forward again. Gnomes who are moved with an action card to a stone past the bridge avoid paying a toll.

WINNING THE GAME

Every gnome completes the trail to arrive at the Gnome Cottage, where lovely Gnomalina awaits! Cards may no longer be played by or against a gnome in the Gnome Cottage. Any tabled items remaining are added up together and redeemed for half of their regular gem value, rounded down. Discard all cards.

Gnomes collect or pay gems from/to the Gem Mine depending on their finishing place:

1st Place	Collects 8 Gems		4th Place	No Gems Won or Lost
2nd Place	Collects 5 Gems		5th Place	Pays 2 Gems
3rd Place	Collects 2 Gems		6th Place	Pays 4 Gems

When all gnomes have finished, each gnome totals their treasure. The gnome with the most value in gems wins the game and the hand of Lady Gnomalina as his bride-to-be. She is very fond of gems!

If there's a tie between two gnomes, the gnome with the highest Brawl card wins. Highest Brawl cards tied? Then the gnome with the next highest Brawl card wins!

The End.



Game created by Lisa Bowman-Stenson, Gut Bustin' Games.

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Dedicated to: Abel Reed Epling, the cutest little gnome ever.

Illustrated by Two Tree Illustrations. Graphic design by Brandon Jon Roberts.

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