

# OH GNOME YOU DON'T!

2 - 6 Players, Ages 13+, 90 mins.

**What's Up?** 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 in order to be the wealthiest gnome at the end of the game.

## Objective:

To be the gnome richest in gems!

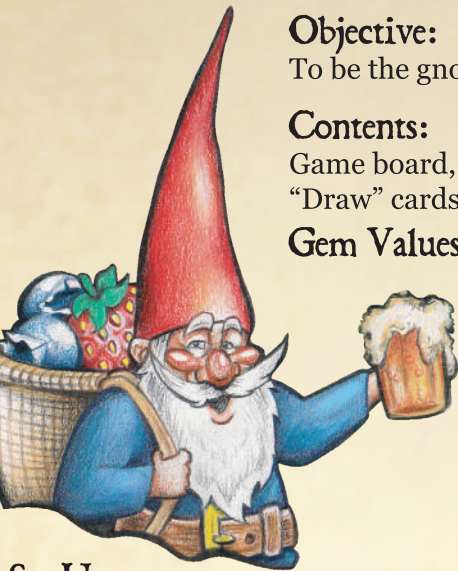
## Contents:

Game board, six gnomes with stands, one die, draw pile of 104 "Draw" cards, 60 "Brawl" cards (6 sets of 10), and lots of beautiful gems.

## Gem Values:



Also see the chart on the game board near the Gem Mine.



## Set Up:

**Draw cards:** From the "Draw" deck, separate two cards with green titles per player. For example, with four players, separate eight green cards.

Shuffle and deal these out to the players as their hand.

All players may look at their own two cards.

Shuffle the remaining draw cards and place them in reach of all players on the board.

Place the gems on the board in the Gem Mine.

Each player chooses a gnome and places him on the start space of the board—lower left.

Designate a discard pile somewhere off the board.

When the draw pile is exhausted, shuffle and reuse.



game started now. If NOT playing Advanced Rules with Brawling, put the Brawl Cards aside. Also, the following draw pile cards directly referring to brawling may be set aside when drawn and another card drawn instead: "Nip of Gin," "Dirty Trick," and "Pull My Finger."

## Starting The Game:

The shortest player goes first. Play continues clockwise and follows this pattern: ROLL, MOVE, PLAY, DRAW. (Chant with me: "ROLL, MOVE, PLAY, DRAW.")

**Step 1.** ROLL the die and MOVE your gnome that many spaces (stones) on the trail.

**Step 2.** May PLAY one card if you have a playable card: Green (Items), Purple (Actions), or Red (Interrupt, Remedy, or Attack). See "Cards" on next page for more details. Play green cards by tabling them to sell later at a business. Play purple and red cards as described in the text on the card. The exception: When entering one of the four businesses, a gnome does not play or draw a card. See "Businesses" later on the trail and in the instructions.

**Step 3.** DRAW a new card to end a turn.

Get started and read the rest of the instructions as you need them. Remember:

**ROLL, MOVE, PLAY, DRAW.**

## If playing Advanced Rules with Brawling:

Brawling involves a little more strategy and interaction. Gamers: Certainly include brawling. Each player receives a SET of 10 brawl cards. The brawl cards are color coded. The green gnome gets the green set, etc. Brawling may take place when sharing a trail space with another gnome AND, typically, if at least one of the gnomes has gems. If brawling, have the "nerd" of the game read ahead "Advanced Rules: Brawling", (page 4), but get the



## Draw Cards: GREEN, PURPLE, and RED:

**Green Cards (Items):** Green cards feature the items that gnomes gather and make along the trail to sell at the four businesses. In order to sell a green card item at a business later, a gnome must “play the item” on his turn. How is this done? Place the card face up on the table in front of you and leave it. This is called “tabling.” Announce the item to let the other players know what you have tabled. For example: “I am playing Blueberries!” (NOTE: While only one card is played each turn, a gnome may sell as many items as he has tabled when he enters a business.) After playing a green card, draw a new card to end the turn.



Green Cards include food items and non-food items. **Food items** include: Honey, Field Mushrooms, Blueberries, Walnuts, Hazelnuts, Strawberries, Juniper Berries, Blackberries, Elderberries, and Truffles.

**Non-Food items** include: Baby Field Mouse, Whittled Flute, Woven Basket, Flax, Bouquet of Wildflowers, Small Deer Antler, and Firewood.



### Purple Cards (Actions):

Text describes what action takes place as a result of playing the card. A gnome may play a purple card as the one card played on a turn. Card text takes precedence over the rules. If an action allows a gnome to collect gems from the Gem Mine, always collect gems in the largest denomination possible. Discard purple action cards when their effect has expired. If an action is in effect and another card that has a lasting effect is played on the same gnome, he is to finish the first action before the second action unless they are concurrent. After playing

a purple card, draw a new card to end a turn.



**Red Cards (Interrupt, Remedy, or Attack):** Red cards are played to interrupt an opponent gnome's turn, to attack an opponent gnome, or to defend your own gnome. The red cards are not necessarily played on a gnome's turn. Some red and purple cards can be blocked (cancelled) by an *Oh Gnome You Don't* card. Once played, red cards are discarded. Cards in a player's hand are safe as they aren't in play yet. If an attack targets tabled items or gems (and the card makes no mention otherwise), tabled items are discarded and gems go back to the mine and typically not to the card player. If a gnome does not have enough gems or tabled items when being attacked, he gives what he has. "Interrupt" cards do just that...they interrupt a gnome's turn or action. Incidentally, an *Oh Gnome You Don't!* card may be played to cancel another *Oh Gnome You Don't!* card.



**Businesses (Where Gnomes Sell Items):** Grub & Grog Pub, Gnome Depot, Toadstool Café, and \*Tinker's Cart

When entering a business (EXCEPT for \*Tinker's Cart):

1. Roll.
2. Move into the business. It does not require an exact die roll.
3. Sell items and collect gems, change up gems, or just have a wee little rest (see "While in a Business" for details).

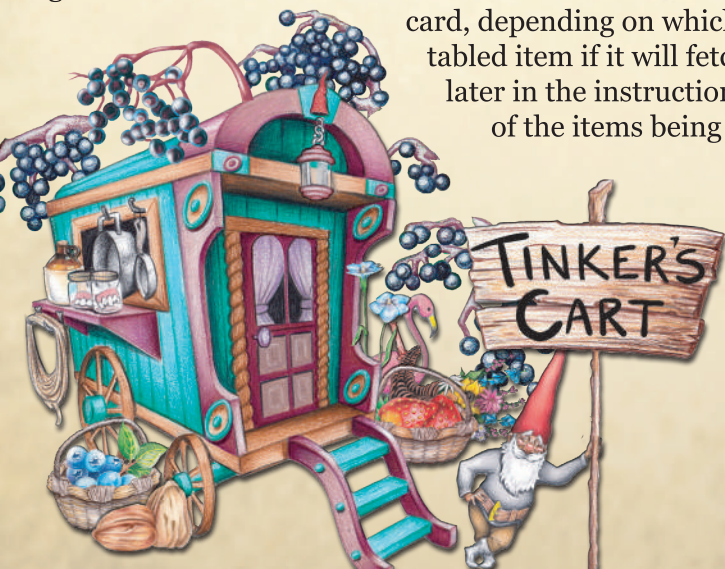
### While in a Business:

Rolling and moving to enter a business ends a gnome's movement. There is no need to roll the exact number. A business may be entered to sell items, change up gems, or for just a wee little rest. Tabled green card items are sold for the value in gems listed on each card and then the cards are discarded. Some items are worth more gems, as a bonus identified on the card, depending on which business the gnome is visiting. Gnomes may wait until later to sell a tabled item if it will fetch a higher price at a different business. See "Selling Items" example later in the instructions for more details. When selling items at a business, total up for all of the items being sold and take gems in the largest denominations possible.

The gem mine may be used to make necessary change later, but collecting must always be done using the largest denominations.

A card is not played or drawn on a gnome's turn when in a business. A gnome must roll and move on his next turn. No loitering! A gnome may also stop into a business to change up gems to consolidate them.

Gnomes may never "change up" gems unless at a business, but they occasionally must make change out of the Gem Mine for a brawl or a payment. To make change, gnomes must just break down what is needed, not change down to smallest as a strategy. Gnomes can bypass a business and finish their movement on the trail.





**Example Of Selling Items At A Business:** On four of his turns, a gnome has tabled (played down) Green Cards:



Honey for 4 gems,  
Firewood for 4 gems.  
Field Mushrooms for 3 gems, and  
Truffles for 6 gems.

The gnome chooses to sell them all at a business for 17 gems and collects 1 gold (10), 1 red (5), and two black (2) gems. A gnome can combine his new gems with his previously earned gems to “change up”.

If he already had 3 gems when he arrived at the business and sold items worth 17 gems, he can trade up for 2 gold gems.

**\*The Tinker’s Cart is different in one important way:**

Here, gnomes may stop in and barter to determine the value of gems to collect for each tabled item. The gem value of the item noted on its card is disregarded. Bartering is done by rolling a die for each tabled item and collecting that value in gems. Other business rules apply as usual.

Note: Any tabled items remaining unsold upon finishing the trail will be redeemed for half price, rounded down.

**Example of a turn:**



**Player I Plays:** Hornet Sting, to attack

**Player II Counters:** Cure Most Remedy, to defend.

**Player I Counters:** *Oh Gnome You Don't!*, cancelling the remedy.

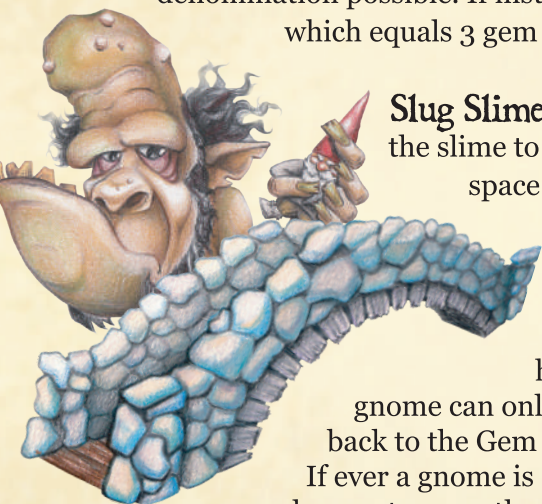
**Player II Counters:** *Oh Gnome You Don't!*, cancelling their card.

The result is that **Player II** does not have to suffer the Hornet Sting. Used cards are discarded.

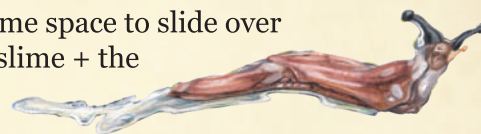
**Other Provisions of the Game:**

**Gems and the Gem Mine:** Gems must be kept in plain view of all players. No hiding treasure!

Gems are valued in units of 1. When collecting from the Gem Mine, a gnome collects gems in the largest denomination possible. If instructed to take 3 gems from the mine, a gnome would take one blue gem, which equals 3 gem units. It just sounds nerdy to always say 3 gem units. We say gems.



**Slug Slime:** A gnome must land exactly on the Slug Slime space to slide over the slime to the other side. The space on one side + the slime + the space on the other side is one stone of the trail.



**Troll Bridge:** Guarded by The Nasty Troll, the bridge is a dangerous area.

When a gnome approaches the bridge, he pauses his movement to decide if he will pay five gems to cross the bridge to the stone on the other side and continue his movement OR if he will bypass the bridge and go on the trail behind. A

gnome can only pay what a gnome can pay on the trail behind. The gems and items lost go back to the Gem Mine and discard pile. If discarding half of hand randomly: round down.

If ever a gnome is sent back to a stone space before the Troll Bridge, he must pay again if he chooses to cross the bridge. Mild cursing would be in order.

**Winning The Game:** Every gnome completes the trail to the finish to arrive at the Gnome Cottage, where the lovely Gnomalina awaits.

The **first** gnome to the finish receives an 8 gem bonus.

The **second** gnome receives 5 gems.

The **third** gnome receives 2 gems.

The **fourth** gnome receives 0 gems.

The **fifth** gnome pays 2 gems.

The **sixth** gnome pays 4 gems.

**The End.**

No card is played or drawn once finished and no actions may be played to affect a finished gnome. Cards in hand are discarded, but the remaining tabled items are added up together and are redeemed for half of their regular gem value, rounded down. After finishing, gnomes count their treasure. The gnome with the most value in gems wins the game and the lady gnome, Gnomalina is his new bride-to-be, as she is very fond of gems!





## Advanced Rules: Brawling

Each gnome has 10 Brawl cards of his gnome's shirt color, numbered 1-10, at the beginning of the game.

Brawling may take place whenever two or more gnomes share the same trail space on the board. Any gnome sharing the space may elect to brawl no matter whose turn or how they got there. If the gnomes are sharing a space as a result of a die roll, the brawl takes place before a card is played.

A brawl may also take place after playing a card that moves gnomes together.

Gemless? At times, both or all players on the space may elect not to brawl. If they all agree not to brawl, they just enjoy a chat and a chuckle and move on.

Yes to Brawling? If one or more gnomes decide to brawl, the players each look

at their own Brawl cards, select one card, hold it out face down until both or all involved have selected their Brawl cards, and then expose

the cards all at once. Count "1, 2, 3" and announce the title of your gnome's brawl card (e.g., "Wedgie Yank!!").

The highest numbered Brawl card wins the difference in gems from the other gnome(s). Example: If the blue gnome holds out a Brawl card with "7-Toe Stomp," and the green gnome has "10-Wedgie Yank," then the green gnome wins 3 gems (a blue gem) from the blue gnome. They may make change from the Gem Mine.

Only one brawl per space sharing, but if another gnome arrives, then a new brawl may occur, and occasionally, a card is played that may cause another brawl. Keep in mind...a gnome with nothing to lose is a very dangerous gnome!

If a gnome does not have enough gems to pay, he gives what he can.



More than two gnomes brawling? The winning gnome collects separately from all involved.

Exception: If there is a tie for winning a brawl between more than two gnomes, it is solved

with a die roll. The gnome with the

winning die roll collects from all but the gnome with whom he rolled.

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A tie between two gnomes brawling? Nothing happens. No hard feelings between the gnomes, just a chat and a chuckle. The brawl cards are discarded.

No brawling at a business. It is bad manners.

Brawl cards are discarded after use. Each player keeps his own brawl discard pile. Keep the discarded brawl cards face down and do not show them to the other players as they are used. Keep your hand of brawl cards to yourself. Out of brawl cards? That gnome loses every brawl with a zero. Dang.

## Optional House Rules:

If gnomes are brawling and the losing gnome cannot pay, he must forfeit a green item card to the winning gnome if he has one.

Hand limit: A gnome cannot leave a business with more than five cards in his or her hand. He must discard down to five.

Allow brawling in the Grub & Grog Pub, only because it is funny.

## FAQ's

What if your gnome is sent back or asked to leave a gem behind while at, or past, the Troll Bridge? *When sent back after passing (or on), the Troll Bridge, or when asked to leave a gem behind, your gnome retraces the route he had already taken. If he had traveled over the bridge, he goes back over the bridge.*

What if your gnome is sent forward by another gnome by the bridge? *He can send your gnome onto the trail behind the bridge.*

What happens if more than one Interrupt Card is played at once? *Solve them clockwise from the active gnome (the gnome whose turn it is currently).*

**Game created by:** Lisa Bowman-Stenson

Don't eat the game! Small parts not intended for children under 13. Copyright 2009 Don't copy this stuff, blah, blah, blah, stripey jump suit, blah, blah.

**Thank you playtesters!** Raina, Jill, and Lauren Steenson, Laura Garlie, Kendra Zern, Mark and Steve Obeldobel, Tom Cafaro, Mike Engstrom, Mario Butter, Elliot Haw, K.C. and Rita, Doug and Mimi, Peggy and the gals, Elliott Haw, Barton Stano and Jim Braelun.

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

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