

Gnomadic Gardeners

1-2 players, 10-20 minutes, ages 14+

You are a head gardener at the community garden, with a team of gnomes. However, these free-spirited sprites often switch teams. By running a well-staffed team, fulfill tasks to supply the local food bank and score 77 bliss to win.

Setup: Shuffle the 7 task cards to form a face-down draw pile. Draw and display 2 face-up, side-by-side in the table's center. Set the 3 disks and 1 reference card nearby.

Set the 14 animal assistant cards in pairs (by animal type) within reach.

Shuffle the 12 gnome cards and deal a hand of 6 to each player. Each player also takes a score card and attaches 2 clips to indicate a score of zero (with clips at 00 and 0).

Game play: The game proceeds in rounds. During each round, you will try to score bliss by completing tasks for the food bank.

A pair of task cards defines the current round's 3 tasks, including the requirement and reward of each task (see example below).

Task #1 requires:
Grain, fruit and 2 flower expertise

Task #1 reward:
10 bliss + 2 if you have a Kindly Cow

Task #2 requires:
Herbs expertise

Task #2 reward:
4 bliss

Task #3 requires:
Vegetable and flower expertise

Task #3 reward:
Kindly Cow assistant

Only the section in the middle of the pair of cards is active. Ignore the left half of the left card and the right half of the right card. (Also ignore the automa iconography at the bottom of task cards in a 2-player game.)

Each round has 3 phases:

1. Play gnomes
2. Resolve cards (fulfill, score, recruit)
3. Reset round

Phase 1-Play gnomes: Players simultaneously place at least 1 gnome face-down on the table. Play some or all of your gnomes. Keep unplayed cards in your hand.

Try to play gnomes who, together, have expertise to fulfill some or all of the current tasks. **Each gnome may help with 1 task.** For example, the gnome below could help with 1 task requiring vegetable and/or fruit expertise, but he could not work on 1 vegetable task and 1 fruit task.

Prep time:
1 hour

Expertise:
Vegetables and fruit

Charisma bonus:
2 bliss

Phase 2-Resolve cards: Players reveal cards simultaneously. Total up the prep time of the gnomes that you played. If you have a **Watchful Hen**, each gnome takes only 1 hour to prepare.

The player with lower prep time resolves 1st. In case of a tie, the player with lower bliss (current score) resolves 1st. In case of a further tie, the younger player resolves 1st.

When it is your turn to resolve cards: fulfill tasks, score bliss, and maybe gain an assistant. Then the other player resolves.

1. Fulfill tasks

Allocate your played gnomes' expertise to fulfill some, all or none of the available tasks. **Remember each gnome may contribute to only 1 task.** You may place a disk on a task to mark it as fulfilled.

Example: Suppose you play 4 gnomes with the expertise shown to the right, and you have no animal assistants. Suppose your opponent resolves first and fulfills Task #1.

You can use your 3rd card to fulfill Task #2 for 4 bliss, then use your 1st and 2nd cards to fulfill Task #3 for a Kindly Cow. Your 4th card would not help on any tasks and would essentially be wasted.

It's unfortunate that you didn't have a Lucky Piggy and a Kindly Cow already. In that case, you could have used your 1st and 4th cards for Task #1, then used your 3rd card for Task #2, for 16 bliss (10+2+4).

In general, the second player may not fulfill tasks that the 1st player fulfilled—except, if you have a **Lucky Piggy**, you may fulfill Task #1 even if the first player already did it. You may never fulfill a task multiple times, even with a Lucky Piggy.

2. Score bliss

Score bliss as shown on the task cards if you fulfilled Task #1 and/or #2. In addition, score bonuses if you have animal assistants...

Gregarious Goat: 1 bliss per animal that the other player has at this moment

Helpful Horse: 1 bliss per gnome you played

Kindly Cow: 2 bliss if you fulfilled a task that shows a milk icon and 2 bliss (★)

Meticulous Mouse: 2 bliss per gnome you played with indicated (printed) prep of ②

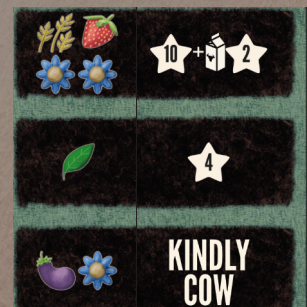
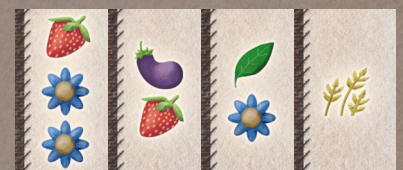
Squad of Squirrels: 3 bliss if your total gnomes (played plus unplayed) are fewer than your opponent's (i.e., 5 or fewer).

Finally, if you only played a single gnome, score the **charisma bonus** shown in the bottom left corner of your gnome.

3. Recruit assistant?

After scoring bliss, if you fulfilled Task #3, gain one of the indicated assistant cards and place it in front of you. Both of the assistant cards of a given type have the same effect. For example, it doesn't matter which Helpful Horse you gain.

You may only have 1 assistant of a type, but you may fulfill Task #3 just to block your opponent. Your new assistant will help you in future rounds, **not in the current round.**



Phase 3-Reset round (or end game):

Either end the game or set up for the next round by passing gnomes and displaying new tasks.

1. Game ends?

If a player has at least 77 bliss, the player with the most bliss wins. In case of a tie, the player with more assistants wins. In a further tie, the younger player wins.

If neither player won yet, proceed with passing gnomes and displaying new tasks.

2. Pass gnomes

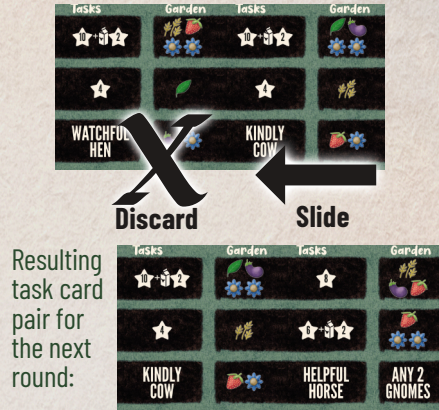
Transfer the gnomes that you played to the other player's hand, including any gnomes that were played but didn't fulfill a task. Keep any gnomes that you did not play.

Your animals are enchanted and loyal: they'll never leave your side.



3. Display new tasks

Discard the leftmost task card. Slide the other card leftward. Flip a new card from the draw pile and set it to the right. When you eventually need to draw a task card but the draw pile is empty, refresh the draw pile by shuffling the 6 discarded task cards.



1-player rules

In a solo game, you follow the 2-player rules, but your opponent is an automa that plays (and scores) based on simpler rules.

Setup: Deal 6 gnomes to yourself (or fewer for a challenge). Set the remainder face-down as the automa's hand. Shuffle the 7 task cards to form a face-down draw pile. Display a task card pair as in a 2-player game.

Phase 1-Play gnomes: Play your gnomes as in a 2-player game. Then draw 2 new task cards and place them side-by-side to show how the automa will play (see figure to the right). These are called the "control cards."

Control cards are a pair of cards that tell how the automa plays.

Prep: 5 hours minus the number of animals that the automa has.

Scoring: When the automa resolves, it scores 6 bliss plus 1 bliss per animal the automa has. (An H would mean 1 bliss per gnome in the automa's hand.)



Tasks: When the automa resolves, it blocks Tasks #2 and #3. And, with 3 here, the automa gains an animal (even if you fulfilled Task #3 first).

Gnomes to pass: Finally, the automa will pass 2 gnomes to you.

Phase 2-Resolve cards: Calculate your prep time (accounting for Watchful Hen). Calculate the automa's prep time as shown on the automa control cards. Note that the number of animals (not the types of animals) is what matters. The automa might have a negative prep time.

The player with the lowest prep time resolves first. In case of a tie, the player with less bliss resolves first. In case of a further tie, you resolve first.

When it's your turn to resolve cards, do so as in a 2-player game.

When the automa resolves cards...

1. The automa scores as shown on the control cards. **This is the only way the automa ever scores.** An "A" scores 1 bliss per animal; an "H" scores 1 bliss per card in the automa's hand.
2. The automa blocks the tasks shown. It **can block you but can't be blocked by you.**
3. The automa may gain the animal if it does Task #3, **even if you already did it.** Give that animal to the automa if it **doesn't already have one of that type.**

Phase 3-Reset round: End if you or the automa reached 77 bliss: whoever has more points wins, and you win in case of a tie.

If the game hasn't ended, take the indicated number of gnomes from the automa. If the automa has too few, take what it has. After taking the automa's cards, shuffle your played gnomes and place them face-down beneath the automa's remaining hand.

Gather the 2 automa control cards and the leftmost card of the current task card pair. Shuffle those 3 cards and return them beneath the task card's draw pile.

Finally, as in a 2-player game, update the task card pair: slide the remaining task card to the left, draw a new task card, and place to the right of the old task card.

Scenarios

Each scenario is a game, with 1 extra rule, during a month of the growing season. All other rules remain the same. The player who wins the most games wins the season.

In solo scenarios, the extra rule applies to you but not to the automa. Instead, except as noted otherwise for September and October, **the automa starts with 7 bliss**.

April Showers: *It's so rainy that the animals want to sleep in.* If you resolve 2nd, score 1 bliss per animal that you have. (As always, score bliss each round before you gain any new animal.)

May Flowers: *Bountiful blossoms burst forth. They hold the key to garden life!* You may use 2 flower icons in place of any 1 other icon (or 4 flowers in place of 2 icons, and so forth).



June Parade: *The official "Midsummer's Celebration" is underway!* If you resolve 2nd, you may transfer 1 of your unplayed gnomes to the other player's hand (for the next round). If you do so, then gain 2 bliss per task that the 1st player fulfilled.

July Fertilizing: *Time for the animals to restock the compost bin.* For each animal that you have but don't use (or choose not to use), gain 2 bliss.



August Heatwave: *The gnomes are so hot that they don't want to move around.* During the Reset phase of each round, if you played exactly 3 gnomes, you must keep 1 and transfer the other 2 face down (instead of transferring all 3).

Clarification for solo play in August: Don't look at the cards that the automa passes before you decide which cards you'll pass.

September Harvest: *It's time to gather the plentiful harvest!* If you score from Task #1 and Task #2 in the same round, then double your bliss gained from fulfilling those tasks (including Kindly Cow's 2 bliss).

Special automa rule in September: The automa starts with a random animal, in addition to 7 bliss. In all other ways, the automa plays as usual.

October Slumber: *The animals get ready for a long winter's rest.* If you complete Task #3 to gain an animal, do the following:

- Score bliss from tasks and from any current animal, as usual.
- Flip your current animal, if any, giving your loyal friend a well-earned vacation.
- Score 1 bliss per flipped animal you have.
- Gain your new animal as usual.



As a result, no more than 1 animal may be in effect for you at a time. You may not "regain" an animal that's flipped.

Special automa rule in October: Unlike in the other scenarios, the automa starts with 0 bliss in October. It plays as usual.

Clarifications

If I have a Watchful Hen, does my Meticulous Mouse still give me bliss? Yes, what matters is whether each gnome's printed prep time is ②.

In the October scenario, does Gregarious Goat also count the opponent's flipped cards? Yes. Include all animals possessed at that moment.

Acknowledgments

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