

# Gnômes & Wizards



CAVERNWIRE  
GAMES



2-4  
players



14+  
years of age



60-120  
minutes

## Preface

Long ago, the gnomes and the wizards laughed and drank around the fire together. They lived peacefully amongst one another and used their magic to fend off any unwanted hordes. Times changed when the gnomes and wizards discovered the Power Crystals. They learned that they were able to use these crystals to enhance their magical abilities. Both gnomes and wizards became greedy and territorial over the Power Crystals which eventually led them to war. Now, the two sides have formed tribes to raise arms against their enemy.

Through the conflict and magical uproar, the earth shook violently. The quakes formed a crack around the perimeter of the battlefield isolating these two armies to fight their last battle. This is war! Who will be the last one standing between the Gnomes & Wizards?



## Objective

The object of the game is to build your team's army to ultimately defeat the opposing side through a mixture of attacks and spell-casting. Each player represents a tribe (faction). Each player will use their leader and clans (units) to call out additional units to the battlefield. Each clan has mastered a unique ability and can gain additional abilities to help your tribe's team be victorious. The game is played out over a series of ten rounds. As the battle progresses, the ground begins to quake, chipping away at the rock that lies beneath your feet. At the end of the last round, each player or team counts up their points. The one with the highest score takes the victory and control over the Power Crystals.

## Getting Started

### Choose a Side

Each player chooses a side to support: Gnomes or Wizards. Divide teams equally. If there are an odd number of players, see 'Game Variants' on page 9. Have the two teams sit in an alternating pattern so that no gnome is sitting next to another gnome and same with the wizards. Now that everyone is situated and has chosen a side to represent, have each player choose which tribe they want to be or add some spice by randomly assigning each player with a tribe. The tribes are as followed:

#### Gnomes

Gnome Tribe of Turquefoss  
Gnome Tribe of Achrinolder

#### Wizards

Wizard Tribe of Imblasham  
Wizard Tribe of Betrumour

Once all players have chosen or been assigned a tribe, each player will represent the leader and its clans throughout the remainder of the game. Pass out the following items to each player: tribe board(1), action tracker cube(1), clan discs(6), leader cone(1), and clan cards(7).

### First Player

Have all of the players roll the black dice to see who goes first. The individual who rolled the most horns goes first.



## Game Setup

### Setting up the Board

Once the tribes in play have been determined, you can now set up the board. There are twelve tiles for each tribe. The triangular tiles that match the tribes who are playing will be used during the game. All other triangular tiles should be returned to the box. Set up the board as shown in the diagrams on page 9.

### Other Components

Take the scroll cards and shuffle them. Put them in two piles on either side of the board where all players have easy access. Have each player place their tribe boards in front of them with their leader card face up on one side and their clan cards in a pile face down on the other. Place two clips on the leader card: one at the max health (right) and one at the minimum defense (left). Players should leave room for the clan cards underneath their tribe board. When a unit is called out, they are considered active and should be placed under the tribe board. Also leave space to add one ability card horizontally underneath active clan cards. Have players place their tracking cube on the first square of their tribe board to indicate they can roll four dice. Set aside the pink dice. These are bonus action dice that will get rolled in addition to the main black action dice as each player's dice count increase. Power Crystals, clips, and token counters should be placed in piles easily accessible to all of the players.

### Placing Leaders

Now that the board is set up, each player will place their leader on the board. The player who is going first in normal turn order gets to decide what side of the board to start out on. The leader must be placed on the furthest edge tile(s) from the other side. There are only two to four spaces that a leader can start from on each side, depending on the player count. If playing with the variant "Every Tribe for Themselves", leaders can start on any tile adjacent to the outmost edge of the board. Multiple leaders can start on the same tile if they are on the same team. Once the player has selected their starting position, the next person going clockwise places their leader. If playing in teams, players must start on the same side as their teammates.

### Clan Disks

Finally, place the clan disks in the corresponding circles on the tribe board. You are now ready to begin playing Gnomes and Wizards.



## Number of Rounds

There are 10 rounds in a normal game of Gnomes and Wizards. For a shorter game, play with only 6 rounds (see the Shorter Game variant on page 8). When playing a normal game, players will skip the Flip Two Tiles step during the first 5 rounds of play. See Flip Two Tiles under the Planning Phase section.

## Turn Structure

Each turn is comprised of two phases. The first phase consists of planning for the turn, and the second phase is the execution of the plan made. There is an additional action that can be done at anytime during anyones turn. **Each turn must be done in the following order:**

### Planning Phase

- a. Flip Two Tiles
1. Roll Dice
2. Assign Dice

### Execution Phase

1. Movement  and Attack 
2. Call to War/Draw Card 
3. Collect 

Use Charged Abilities 

This action be done at any point during anyones turn

*Note:* The planning for each turn mostly happens all in the first phase of a turn. The second phase is just executing the plan made in these first few steps. The one exception is the 'Use Charged Abilities' phase which a player may preform at any point during their turn or another players turn (see 'Use Charged Abilities' on page 5).

## Planning Phase

### a. Flip Two Tiles

This part of the turn does not come into effect until half way through the game. Skip this action until you get to **round six**.

During this phase of a turn, players will flip tiles starting from the outer most edge of the board, moving inwards. Starting at round six, each player chooses two tiles at the beginning of their turn that are adjacent to the empty space that surrounds the board tiles (see 'Flipped Tiles', 'Adjacent' and 'Bordering' definitions on page 7). Once all of the tiles in this layer are flipped, players can then start flipping the next set of tiles that are adjacent to those tiles previously flipped on the perimeter of the board (see the diagram for flipping tiles on page 9). Crystal mine tiles cannot be flipped for any reason. By the end of the game, all that will remain is the crystal mine tiles in the center of the board.

### 1. Roll Dice

This phase helps determine what you can and can't do in a turn. Each tribe member has their own base stats which located of each tribe member card. There is movement, attack, and defense. When you roll the dice, the outcome can increase your existing stats or give you other benefits .

At the start of a game, a player rolls must roll the four **(black)** Action Dice. As the game progresses, players gain **(pink)** bonus action dice by calling more clans to the battlefield (see 'Call to War' on page 4). Each side of the die has a different symbol displayed, each having a different effect. Each turn, a player gets **two re-rolls** after their initial roll where they can re-roll as many of the dice as they choose. A player may choose not to re-roll at all. Once the final roll has been decided, the player moves on to the next step.

### 2. Assign Dice

Once a player has completed their final re-roll, they must assign their dice however they see fit. Any dice that shows one of the three base stat icons, gets directly assigned to an active unit. All other results are placed in an easily accessible location for the current player. In the beginning of the game, assigning dice is simple because each player only has their leader to assign dice to. As a player calls clans to war, they have to start making some more critical decisions on which tribe member gets what result.

## Execution Phase

### 1. Movement and Attack

Movement and attack are executed in the same phase of a turn. This means players may move their tribe members before and/or after attacking. There is a small penalty if a unit moves after it attacks (see 'Fatigue' later in this section). When players execute this action of play, make sure that one unit progresses through their action completely before moving and attacking with another unit.

#### 1a. Movement

Every tribe member has a base movement value depicted at the top of their card to determine their base movement speed. **This number is equal the number of spaces this tribe member can move in a turn before any action dice are assigned to it.** For every  die assigned to a tribe member, **that tribe member can move one additional space** during that turn. Each clan has the opportunity to move every turn as long as their total speed is greater than zero.

*Note:* A tribe member can move and attack in any order they choose, including splitting up their movement before and after an attack. A player should resolve each of his tribe member's movement and attack actions before proceeding to the next phase

#### 1b. Attack

Similar to movement, each tribe member is given a base attack. This reflects their attack power. Each  die added to a tribe member, increases their attack power by one. **Each unit may only attack once per turn.** If there is more than one enemy tribe member on the tile, the attacking player must declare which enemy unit they are attacking.

When resolving an attack, have the attacking tribe member compare their attack power with the defense power of the tribe member being attacked. The base defense is listed next to the base movement and attack. A tribe member can increase their defense power through abilities or rolling dice that give them additional  counters. If defender's defense power is greater or equal to the attacker's attack power, the defender only **takes half damage**, rounding down. If not, the defender **takes damage equal to the attacker's attack power**. See 'Defense' on page 7 for more details.

*Note:*  results are applied to the corresponding units immediately after they have been assigned in the Assign Dice step.

## 1b. Attack Continued

### Dice Result

When a player assigns a dice that shows , the player can decide to use the die as an additional **attack OR movement**. Not as both.

### Fatigue

Players may choose to move a tribe member before and/or after they attack. If at any time a unit tries to **move AFTER it attacks**, that unit is then fatigued. That tribe member takes **-1** from their **movement speed** for the turn. If the attacking unit doesn't have any movement after this penalty, that tribe member must stay at that location until their next turn.

### Death

Once attacked, reduce the damage tracker of the affected tribe member's card. Each clan has 10 HP (Hit Points) where as leaders have 15 HP. If a tribe member's HP is reduced to 0, they are dead for the remainder of the game. The disc that belongs to the dead tribe member should be returned to their tribe board in the face-down position or if it's the leader, simply place the cone off to the side for the remainder of the game. Give the dead unit card to the player who dealt the final blow to the dead unit so that they can total up their points at the end of the game.

In the case of a tribe losing their only active tribe member, at the start of their next turn, the player without any active units must select one of their inactive clans to activate, similarly to how they activated their leader. They can then proceed with a normal turn as if it was the beginning of the game except now they roll five dice instead of four. This is because **clans affect the number of dice rolled but leaders do not**. In the unlikely circumstance that a tribe has been completely wiped out, they are eliminated from the game.

## 2. Call to War

Grab your horns because in this phase, you may be able to call additional clans to the battlefield. The Call to War phase is accomplished through rolling three . If you do not roll enough horns to achieve the Call to War action, worry not; these dice are not wasted.

Three types of actions can be done through Call to War: You may activate an additional clan onto the board, fully charge a clans ability, or draw a card from the ability deck.

### Calling a Clan

To call a clan, two conditions must be met. First, a player **must have rolled three** . If this was achieved in the Roll Dice step, place the dice to the side until ready to use during this step. The calling tribe member must additionally be on a specified location on the board to call their brethren. Each clan has a white symbol that represents that unit. This symbol can be found at the top of each clan card, the clan disc, and two spaces on the board (one on side A and one on side B). The calling tribe member must be on a space that matches the clan they desire to call to the battlefield. If the tribe member has met these requirements, the new clan successfully enters the battlefield at the space it was called from. Place the new clan disc on the board. If both tiles for a specific clan have been flipped over, that clan cannot get called out for the remainder of the game (see 'Flipped Tiles' on page 7).

Once a new clan is summoned, a player will move their dice tracker up one slot as a reminder that they get to roll an additional die on their next turn. Each player must keep track of their own number of active clans on their tribe board.

### Charge an Ability (see *Cast Charged Abilities Pg 7*)

If a player has rolled enough dice to Call to War (3 )s), they may choose to charge a clan's ability by moving any tribe member to the tile matching the active clan they wish to affect. If the clan that matches the icon indicated on the calling location is active on the field, they may charge one of their abilities to max capacity with Power Crystals (see 'Collect' and 'Cast Charged Abilities' in this section).

### Draw Card

The last option when performing the Call to War action is drawing ability cards. Instead of setting the dice aside, the player should assign the dice to the deck of cards depicting a scroll on their back (ability cards). If a player opts into this feature, during the Call to War phase of their turn, they draw the number of ability cards as s they assigned to the deck. That player may secretly look at the cards and choose one of them to keep. The remaining cards (if any) go to the bottom of the deck.

### Ability Cards

There are two type of cards that can be drawn from the ability deck: **learned abilities** , and **secret abilities** . These icons are located in the bottom right of the cards. Players may keep these ability cards hidden in their hand if they do not wish to play them immediately. Each player has a limit (shown below) to the number of these **hidden abilities** they can keep in their hand. If a player receives more hidden abilities than their hand limit allows, they must discard any extra cards at the end of their turn.

Learned abilities  get attached directly to a tribe member for all players to see. Secret abilities  have a one time use.

### Learned Abilities

Each tribe member can attach **only one learned ability**  **at a time**. These abilities must get charged up by Power Crystals to use, similarly to the clan abilities (see 'Collect' and 'Cast Charged Abilities' on page 5). A player may choose to replace a learned ability card if they draw a new one that they would prefer to attach to a unit with an existing learned ability. Power Crystals that were charging an attached ability are returned to the general pile if the ability card is replace or discarded for any reason.

### Secret Abilities

Secret abilities  **act like charged abilities but may only be used once** (see 'Cast Charged Abilities on page 5). There is no cost to play them, there is no limit on how many of them you can play, and they can be played at any time. Once a secret ability has been used, place the card at the bottom of the ability deck.

**Ambitious Abilities**  (*objectives*) *stretch goal -currently not included.*

### 3. Collect

Power Crystals are what started this war so each tribe must harness their power to end it. Clan abilities and learned abilities must be charged up before they can be cast. Clan abilities are written out on the player boards. Learned abilities are cards drawn from the abilities deck as stated on page 4. There is a number of Power Crystals on each ability to determine how many crystals it takes to charge. These abilities must be fully charged before they can be used. They cannot exceed the number of Power Crystals that is indicated on the ability. This means a tribe member cannot stockpile Power Crystals once their abilities are charged. They must wait until they have used the ability, expending the Power Crystals charging that ability.

#### Power Crystal Reserve

There are two primary ways to collect Power Crystals: rolling them on the dice and passing through the crystal mines. Any time Power Crystals are received in these ways, they are placed in the Power Crystal reserve on the board (*Power Crystals earned from abilities are added immediately*).

In the 'Collect' phase of a turn, the current player collects all of the Power Crystals in the reserve and places them on any active abilities with open spaces. Power Crystals can only charge active clan abilities and learned abilities that have been attached to a unit. This means a player cannot charge a clan ability that belongs to a unit that has not yet been Called to War, nor can they play crystals on learned abilities that are still in their hand (hidden abilities). If there are more Power Crystals than slots available to charge abilities, the remainder of the Power Crystals go back to the general pile.

*Note:* Leaders do not start with an ability but they can gain a learned ability. Many learned ability cards have a bonus effect if you attach them to your leader.

#### Dice

After all re-rolls are complete in the planning phase, the player adds Power Crystals to the reserve equal to the number of  dice results. Feel free to add narrative throughout the game possibly having tribe members bicker about who got more Power Crystals and why. Set these dice aside once added to the reserve to denote they have been expended.

#### Crystal Mines

Crystal mines are spaces in the center of the board that have pink Power Crystals lining the boarder of the tile. For every crystal mine tile a tribe member passes through, they **add one Power Crystals** to the Power Crystal reserve.

### Cast Charged Abilities

This phase is unique to the others because it can be played at almost any point during any players turn. To use an ability, the number of Power Crystals attached to that ability must equal the number of crystals that ability requires. This is indicated next to the circle where players will place the Power Crystal tokens. A player may use any number of charged abilities at a time and they can play them in any order.

Once a player uses a fully charged ability, the Power Crystals that were used to charge the ability are expended and are returned to the general pile. These abilities must get recharged by the appropriate number of crystals to be used again.

The only limitation to when a player can cast an ability is in the middle of an enemy unit's movement. A player cannot activate abilities as an opponent player is moving one of their units. If the unit stops to attack or to cast an ability, then all other players can also cast abilities, even if the player has intentions to move that unit after their attack. It is important to note that you can play abilities during ally unit movement, just not during enemy movement.

In the event of conflicting interests between player's actions and abilities, there are priorities that get set in place. The rule of thumb is **abilities take precedence**. Abilities cast by other players **come before the current player's base actions**. Base actions are categorized as anything except ability cards or clan abilities. If multiple abilities have been cast, they are **resolved in turn order** starting with the player whose turn it is. This mean that an ability cast by the current player whose turn it is has priority over any other player's ability. For further clarification, see the cart to the right.

If an ability moves a unit, the player who controls that unit decides which space the unit moves to as long as it follow the rules of the cast ability (adjacent space, 2 spaces away, etc). If there are any enemy units in the process of moving to that new location, the affected unit stops and is individually attacked with the base attack of all enemy units in that space. Defense can reduce damage from each attack. If this happens, the effects of the initial cast ability stop and the player doesn't move any further.



### Attack-Based Abilities

When a unit performs an attack-based ability, the tribe member being attacked can use their defense to block some of the attack (unless it is a sneak attack). Additionally, if a unit is affected by a 'No Attack' counter, they cannot preform a damaging-based ability.

#### Important!

All players should be warned that all committed actions are final. Players can use charged actions during other players turns so there are no do-overs. This is war after all.

### Priority Scale

The chart below depicts the priority for players actions when they are in question. The lowest priority actions are at the bottom and must submit to higher priority items if applicable.

#### Current Players Abilities

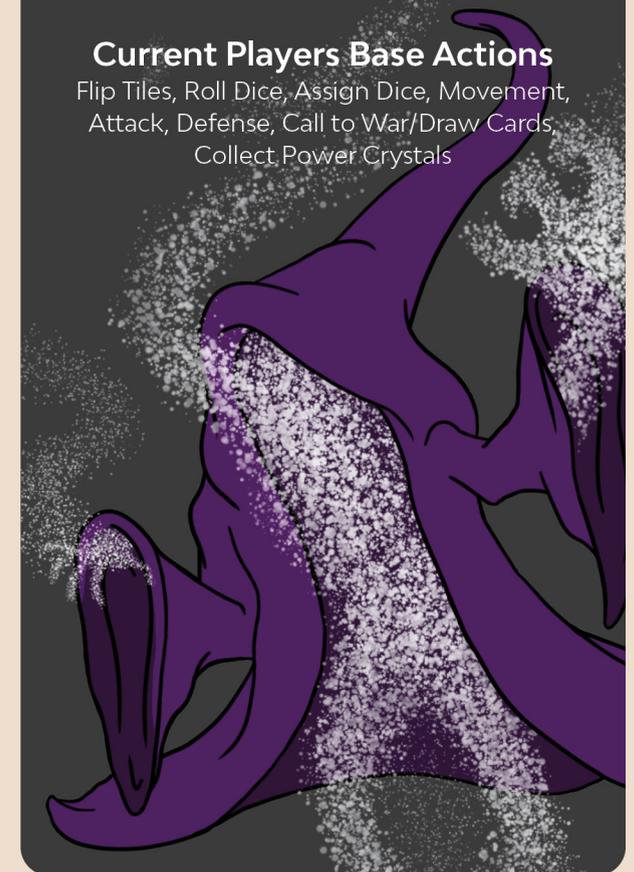
Clan abilities and ability cards

#### Other Players Abilities (In Turn Order)

Clan Abilities and ability cards

#### Current Players Base Actions

Flip Tiles, Roll Dice, Assign Dice, Movement, Attack, Defense, Call to War/Draw Cards, Collect Power Crystals



## Winning the Game

Often, the winner of a game is the player or team with the most kills which can be observed from a glance. Other times, especially when playing in teams, victory is not clear. Attribute points accordingly to determine who is the victor.

### Scoring

- +1 point per life point remaining for each active tribe member
- +20 points for every clan you killed
- +30 points for every leader you killed
- 7 for every clan death
- 12 for every leader death

### Breaking a Tie

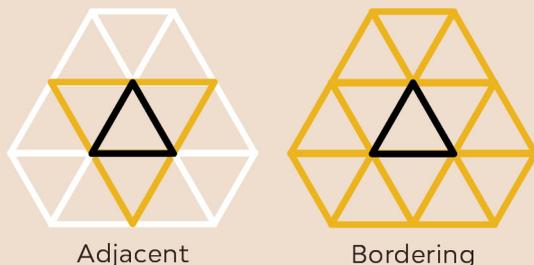
To break a tie, the player with the most life points remaining for each active tribe member is the winner. In the case of a tie, count the number of power crystals, the player with the most wins. If there is still a tie, looks like the battle isn't over! It is time for a rematch or a fight to the finish!



## Definitions

### Adjacent & Bordering

The diagrams below define what the terms **adjacent** and **bordering** refer to.



### Flipped Tiles

Throughout the course of the game, the triangular tiles that make up the board can be flipped. When a tile gets flipped, turn the tile to its back side. This indicates that the tile is inactive for everything except movement. Tribe members **can still move through** a flipped tile but they **cannot land there**. Flipping a tile is permanent. The only exception to this rule is crystal mine tiles. These tiles can never be flipped no matter what. Skip these tiles as if they were already flipped when executing the 'Flip Two Tiles' phase (see 'Flip Two Tiles' on page 3).

Any tribe member that is on a tile when it is flipped **takes two damage** and **must move to a non-flipped tile**. As a reaction, the tribe member **must move to the closest non-flipped tile of their choosing**. Once the tribe member reaches a non-flipped tile, they must stop there. If the tile this tribe member moves to is occupied by enemy tribe members, the tribe member who moved there from the 'flipped' reaction gets attacked by these occupant(s). The occupant(s) use their base attack value to determine damage (see 'Attack' on page 3-4).

If both tiles of a specific clan have been flipped, tribe members can no longer use the Call to War action to activate or charge that specific clan. Nothing additional happens to that clan if they have already been activated.

### Defense

The defense slider on the left side of each tribe member card marks how much defense they have. All units start off with their minimum amount of health, whatever that might be. It is different from unit to unit but each tribe has the same stats across their set of units.

Defense can be gained from one of two ways: dice and abilities.

If there are any  dice results that remaining after the Roll step of a turn, the player may assign these dice to any of their active units, similarly to any other dice results. After assigning all of their dice, the player immediately adds one defense per die result to that unit, marking it on their slider. This increases a clan's defense power giving the clan higher probabilities of only taking half damage when being attacked (see 'Attack' phase on page 3-4). Any time a unit with added defense gets attacked, they move down one defense point on the slider, even if no damage was dealt. A unit can never fall below their minimum defense. Also, each unit can only gain 5 defense. Once a unit's defense has reached the top of the slider, that unit can no longer gain defense until it is lost. Dice results added after this point will render useless.

Similarly, a player can add these shields from a clan ability or learned ability they have been fully charged or through a one shot secret ability. Remember to look at the priority scale for casting abilities if playing these defense abilities in the thick of an attack.

### Sneak Attack

If a tribe member performs a sneak attack, the tribe member being attacked, doesn't get to use their defense on the attack. The attacking tribe member deals damage to the targeted unit **equal to their base attack**. Their defense works as normal after this attack. A sneak attack cannot be performed if the tribe member being attacked is already sharing a space with an opposing tribe member.

### Blockade

When a blockade is placed on the board, a tribe member **cannot pass through the blockade** *unless they are Flying* (see 'Flying' later in this section). The blockade is removed from the board at the start of the following turn of the player who created the blockade.

### Unit, Enemy, and Ally

Rules and abilities reference units, enemies, and allies. Enemies are defined as any clan or leader (unit) that is on the opposing team(s). Ally references any unit that is on your team. This includes units of your own tribe (faction) and of a team mates faction if playing with teams (4 or 6 player games). Unit is a general term that references both enemies and allies.

## Token Counters

Units may receive token counters from abilities cast by active units. When a tribe member receives a token counter, the effects remain for one entire round. Follow the described effects for the counter that is applied.

If one tribe member directly effects another, the affected player takes the appropriate token counter from the general pile and a colored disc matching the color of the player's turn the ability was cast. The player then places the counter on the effected unit card and the colored ring around the effected unit's clan disc or leader cone. Then follow the effects written in this section. Once play returns back to the player whose color matches the ring around the effected unit, that unit no longer suffers the effects of the ability and can remove the additional components from play. Tribe members can only receive one of each type of token counter at a time.

### Flying

If a tribe member is flying, they cannot attack or be attacked unless another tribe member is also flying in which attack would proceed as normal between those tribe members. All other actions are executed normally.

### Sleeping

If a tribe member is sleeping, they cannot attack or move this turn. Luckily, their presence is all that is needed to Call to War, acquire new abilities, and even execute their abilities in their sleeping state. A tribe member can charge and use a charged ability while they are asleep, as long as it doesn't involve attacking or moving the tribe member. If the sleeping unit is attacked or is affected by an ability, the tribe member wakes up and therefore loses the sleeping effect before the round has gone completely around the board.

### Lingering Attack

If a tribe member performs a lingering attack, they attack using an **attack power of three**. Once a whole round of play has progressed, **another attack** will be performed but this time with an **attack power of two**. The counter is then removed along with its effects. Defense may reduce the amount of damage dealt from these attacks.

### No Attack & No Movement

There is literally no simpler explanation. If a tribe member receives one of these counters from the board, the effects apply immediately and they cannot move or attack for one round of game-play.

## Game Variants

The following variants may be mixed and match depending on the desired game play by the participants.

### Every Tribe for Themselves (Odd Player Count)

This variant is recommended for groups with an odd number of player but it can be played with any number of participants. In this game, every tribe is against the other. The game plays the same as the normal game for the most part. The only difference is characters of the **same race** count for both **ally** and **enemy**.

E.g., the Warg Riders from the Beast Conjurer Tribe uses their ability to bring an ally to their location or an adjacent location. Even though the Beast Conjurers are fighting against the Forest Gnomes, they are of the same race and can therefore use this ability on a Forest Gnome. If the Warg Rider brings the Forest Gnome clan to their location, the Forest Gnome clan gets to attack in this circumstance because of the Warg Riders ability (see Warg Rider on the Beast Conjurer Gnomes tribe board).

### Shorter Game

If you are looking for a shorter game of Gnomes and Wizards, give this variant a try. Start at round 5 with each players leader out along with the last unit displayed on their tribe board. Leaders all start at their normal locations but the new active clans will start at their matching Crystal Mine location that corresponds to their side of the board. If playing an odd number of players, sides do not matter. Instead of starting to flip tiles at round 6, start flipping tiles at round 7 to give additional time to call out units whose tiles are on the edge of the board. All other rules are the same. Since each tribe has one clan out, everyone will start the game rolling five dice (four black and one pink) instead of the normal four.

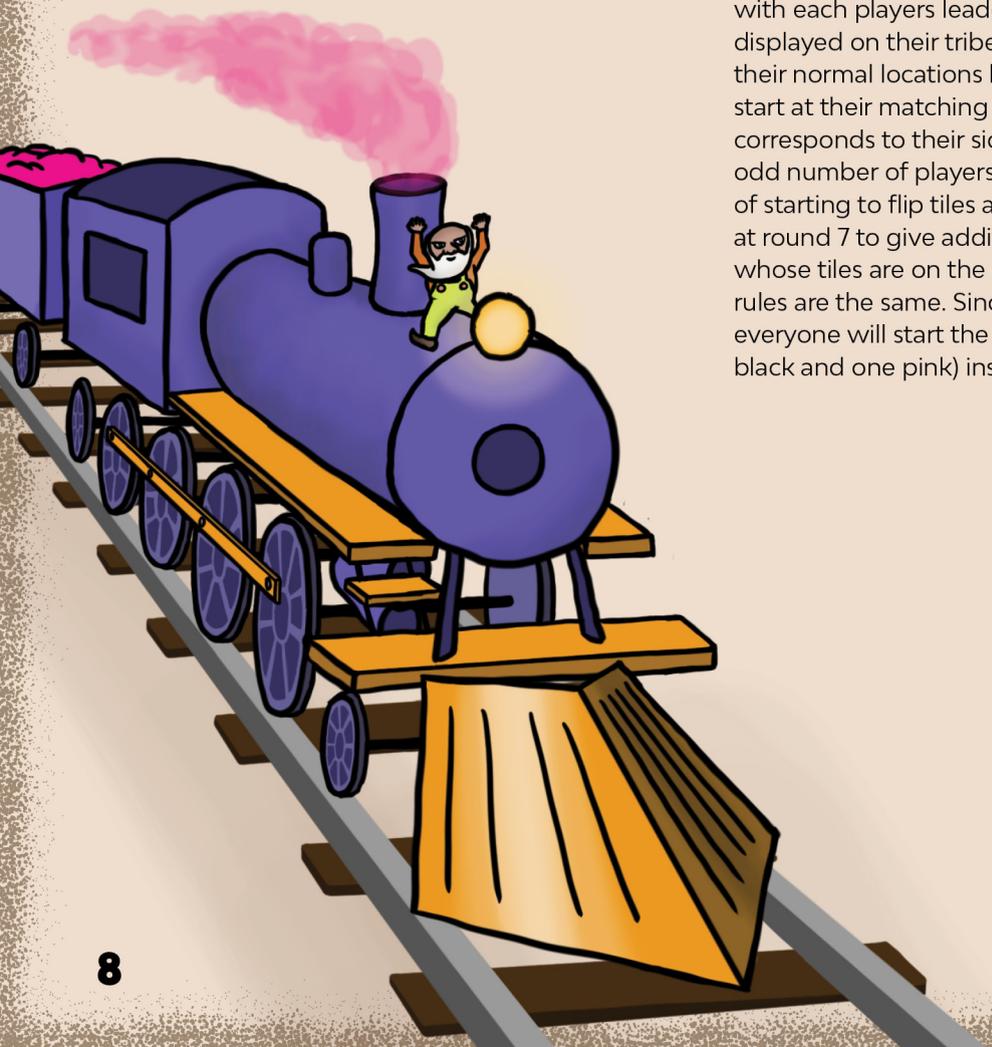
### Temporary Alliance Rules

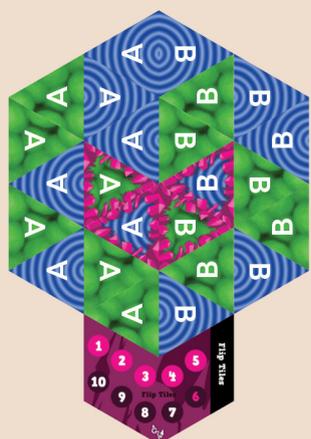
If deciding to play with these rules, you may make temporary alliances with an enemy which allow you to tweak some of the normal game rules. If both parties have a verbal agreement, players may act as allies for a period of time as long as both parties agree. Any **text or rules that retain to an ally are permitted**. A temporary alliance can be terminated at any point in the game.

E.g. Player A wants to move one of their units through a space where Player B has one of their units. Player A intends to attack Player C's unit which is on the other side of Player B. Normally, a unit must stop to fight if there is an enemy in that space. They would also normally take a movement penalty if they tried to move after that attack. If Player A and B decide to make a temporary alliance, they may act as allies for the duration of their agreement. Either player may retract their initial agreement at any point, even if it is in the middle of the act being played out.

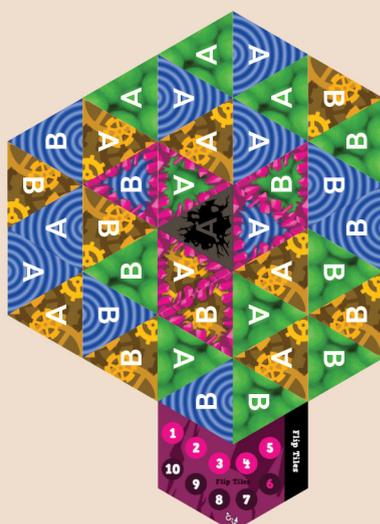
### Shape It Up

This variant should only be played once all players have a good understanding of the game and its mechanics. Create different battlefields by experimenting with the shape of the board. Mirror side A and B for the most fair game-play. Enjoy countless options and find your favorite shape to play Gnomes & Wizards. Remember to keep Crystal Mines lumped together and close to the middle of the board. Have fun!

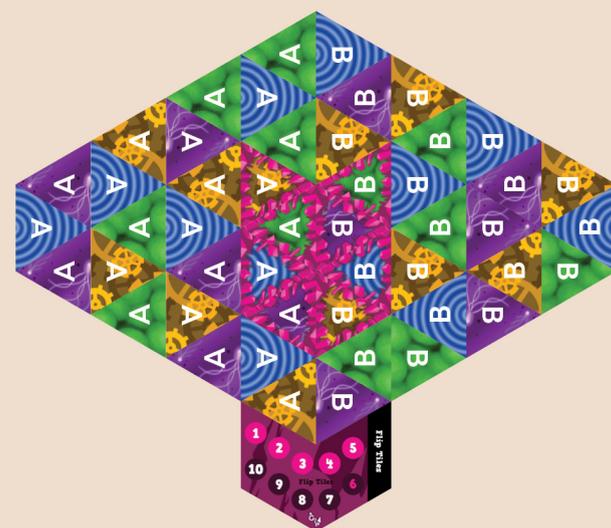




**2 players setup**



**3 players setup**



**4 players setup**

## Board Setup

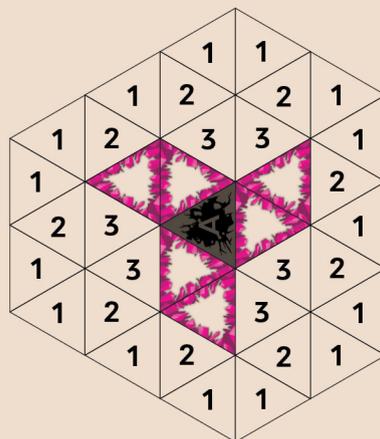
There are twelve tiles for each tribe: six 'A' tiles and six 'B' tiles. Take out all twelve tiles for each tribe being represented. First remove the crystal mine tiles which are marked with a pink border of crystals. Then place the 'A' tiles in one pile and the 'B' tiles in another. Ignore the previous step if playing odd numbers. Shuffle up the tiles separately and start forming the board based on the diagrams shown above. Setup for a three player game will require a tile from one of the unused factions. This tile will always remain flipped.

It is important that the crystal mines end up in the center of the board as shown. Also make sure to keep all of the 'A' tiles on one side and the 'B' tiles on the other. This allows each clan to have one of their spaces on both sides of the board. It is important that each tile is randomly placed face-up. All of the symbols and colors should be seen when the board is all set up and the A's and B's should be face-down. If playing with an odd number, it does not matter where A's and B's end up.

Now that the tiles are set up, look around the perimeter of the board. Have each player observe how many units have both of their matching tiles adjacent to the outmost edge of the board. If the number is uneven from player to player, adjust the tiles accordingly until they are even. The board can be further adjusted towards the players likings for fairness. If this is your first time playing, feel free to leave it mostly random for ease of setup.

## Flipping Tiles Diagram

This example depicts the setup for a three player game. As shown on the diagram to the right, all tiles that are labeled 1 must be flipped before tiles labeled 2 can be flipped. Once all of the tiles labeled 1 and 2 are flipped, players may then flip tiles labeled 3. This format must be followed even if there are flipped tiles in the middle of the board from tribe member abilities or from the boards natural setup. Remember that Crystal Mine tiles cannot be flipped for any reason.



# Gnomes & Wizards

Long ago, the gnomes and the wizards lived peacefully amongst one another and used their magic to fend off any unwanted hordes. Times changed when Power Crystals were discovered. Both gnomes and wizards learned that they were able to use these crystals to enhance their magical abilities which drove them to greed. Now, the two sides have formed tribes to raise arms against their enemy. As conflict arose, so did the quakes of the unstable crystals. This is war! Who will be the last one standing?



**CAVERNWIRE  
GAMES**

Gnomes and Wizards is a area-control, skirmish game where players use their designated tribe containing up to six unique abilities to defeat their enemy and claim victory over the Power Crystals. Join the mystical onslaught in teams or independently before the earth collapses in an all-out warfare between the Gnomes and Wizards.

