

Game: Mighty Gnomes (v0.95)  
Designer: Citie Lo  
Playing time: 30-60 mins  
Players: 2-4

## Story

According to legend, mighty gnomes dwell in the deep forest. As the chef of the mushroom tribe, you seek to prove to the king that you are his best leader, but there are many competitors. Consequently, you seek the aid of mighty gnomes. They will join your tribe if you gather enough resources in the forest and climb up the ladder to activate actions in the attic. Their powerful abilities will help you improve your actions, and their scoring criteria allow interesting combos and engines to achieve victory!

## Contents

### Basic Game

#### Boards

1 Main Board  
4 Player Boards

#### Tiles

5 Glade Tiles  
4 Druid Gnome Tiles  
18 Attic Book Tiles (9 Golden and 9 Silver)  
16 Gnome Tiles (4 colors for each 1, 2, 3 and 4 Gnomes)  
24 Chest Tiles  
40 Coins (24x 1 coin 16x 5 coin)  
28 Mighty Gnome Cards (7 types, each has 4)

#### Wooden Tokens (Could also be cardboard)

16 Wood Tokens  
16 Sand Tokens  
16 Chamomile Tokens  
16 Mushroom Tokens  
12 Key Tokens (4 colors, each has 3)  
12 Steward Tokens (4 colors, each has 3)  
4 VP Markers (4 colors, each has 1)  
4 Adventure token (4 colors, each has 1)  
1 Round Counter (Castle flag)  
1 Starting Player Token (Magic hat)

#### Others

16 Purple crystal  
1 Cotton Bag

# Set up

01 Place the main board in the middle. Put the round counter on the first round space on the round track.

02 Use a specified number of glade tiles based on the player counts plus 1. In the forest, place the glade tiles horizontally from bottom to top. For games under 4 players, rest glade tiles are set aside.

03 For a 3-4 player game, remove the 2 tiles for a 2-player game from the game. To fill an attic column, randomly place 4 golden books and 4 silver books into a cotton bag, thoroughly shuffle them, and randomly distribute 7 of them on the first column by drawing one book at a time. Set aside the last tile openly. Repeat this process until the second column contains 7 books as well. Finally, reveal all the attic books on both columns.

**2-player special rules:** In a 2-player game, add the 2 books (marked with a 2-player icon) to the game. After setting up the columns, place the remaining book tiles to the designated area.

04 Select 5 distinct mighty gnomes and position them above the main board. Each mighty gnome requires the same number of cards as the number of players. For instance, in a 3-player game, each mighty gnome uses 3 cards. Flip the final card of each stack of Mighty Gnomes and slide it slightly upwards to reveal the cost section. Any unused Mighty Gnome cards should be returned to the box.

05 Distribute to each player a player board, 4 gnome tiles, 3 stewards, 1 VP marker, and 1 adventure token of their chosen color. Each player should position one steward on the second plate on the dining table and one steward on the leftmost space in the warehouse. The final steward is placed next to their board for use at the end of a round. Additionally, each player places their VP marker on space 0 of the VP Track.

06 Put all the treasure chests in the cotton bag and shuffle them well. Randomly draw three treasure chests and place them face up below the adventure trail. These chests are open and visible to all players.

07 The player who has most recently consumed mushrooms will become the first player and claim the starting player token. Starting with the first player and proceeding in clockwise order, each player places their adventure token on the mushroom hut in the adventure trail. Following the order from bottom to top, distribute 1, 2, 3, and 4 coins to each player, respectively.

08 Remaining resources are placed next to the main board as a supply. Any components you don't use for the game, return to the game box.

**Now you can play the game!**

## Overview

*Heigh-ho, heigh-ho, to the kingdom I love to stay!* Right before the king's inspection, hardworking gnomes try to improve their kingdom in just 5 days. They summon 4 gnome groups every day and assign 3 of the best to each task. In the evening, after a long day of hard work, the gnomes are tired. Gnomes unassigned rush to their cozy bedroom because the next day they must work before others are fully rested. How impressive will the kingdom be after 5 days?

## How to Play

A game consists of 5 rounds (5 days), each with 3 turns. Starting with the player holding the starting player token, players take turns clockwise. On their turn, each player selects a gnome tile to use and takes any desired free actions. After completing their turn, the player to their left takes their turn.

After the third turn, you will have 1 gnome tile remaining. Place it in your bedroom and score VPs equal to its square count minus 1 (as indicated on the bedroom). For example, a 3-gnome tile scores 2 VPs. Additionally, you must use this tile on your first turn of the following round as they awaken earlier than other gnomes.

Each gnome tile allows you to **1) Gather Resources** in the forest, **2) Perform Book Actions** in the attic, or **3) Take Coins** by discarding a gnome tile.

## 1) Gather Resources

*During their time in the glade, the gnomes will find all sorts of resources they can gather, including crystal that is very rare and available only to the professional gnome! They really enjoy their time here.*

To gather resources, use your gnome tile with the grass side and place it on the forest. You can neither stack gnome tiles nor stretch out the forest. You immediately get the items you covered.

### There are 7 different icons in the forest:

Compass	Move your adventure token 1 step forward on the adventure trail. If you reach/pass any VP icon, you immediately score corresponding VPs. Stack on top of other adventure tokens if you stop in a space already occupied.  Along the path, there are three open treasure chests. When you reach the first open treasure icon, you can choose one from the display and use it immediately. After using it, return the chest to the supply. The same applies when you reach the second and third open treasure icons. There are only 3 available in a game.
Wood	Take a Wood.
Sand	Take a Sand.
Mushroom	Take a Mushroom.
Chamomile	Take a Chamomile.
Crystal	Take a Crystal.
Treasure Chest	Randomly draw 2 treasure chests from the bag. Look and choose one of them and place it face-down in your vault. You will need a key to open it. (see later) Return another one to the bag and shuffle the bag well.

Initially, you can store 6 resources, but you can upgrade your warehouse to store more (see later). Resources can't be exceeded during your turn. If it happens, discard excess ones (you choose) to supply.

**Important!** When placing your gnome tile adjacent to another player's tile, you must pay 1 coin per tile touched. If you don't have enough coins to cover the cost, you cannot place the tile there. The coins should be paid to the supply.

**Note: Crystal can only be gathered by 1-gnome tile. Other gnome tiles, such as 2-, 3-, and 4-gnome tiles, cannot cover the crystal!**

## 2) Perform Book Actions

The gnomes' attic contains ancient books collected from different places by their ancestors. The gnomes can use these ancient books for guidance when they encounter difficulties. In addition to silver books accessible to all gnomes, there are golden books exclusively accessible to the gnome who climbs to the top!

Use your gnome tile with the ladder side to activate actions by placing it on a ladder. Remember that certain ladders are accessible only to a specific number of players.

Follow these rules when placing gnome tiles in the attic:

- ◆ A gnome tile must be placed from the bottom of the ladder or stacked on top of another gnome tile.
- ◆ Gnome tiles must be placed without gaps.
- ◆ Pay 1 coin to each player if you stack on their gnome tiles.
- ◆ You cannot place the gnome tile there if you don't have enough coins to pay.
- ◆ Do not stretch your gnome tile over the ladder.
- ◆ You will score 1 VP if you close a ladder after placing a gnome tile.
- ◆ A gnome tile placed on the middle ladder of a 2 or 4 player game will activate books from either the left or right column (you choose).

After you place a gnome tile on the ladder, activate the action that your topmost gnome reached. If your gnome tile also reaches any silver books, you may activate them in any order you like.

**2-player special rules:** Other than the attic book on columns, now the book tiles in display can be activated once by placing any gnome tile next to it from any player.

### Attic Actions Analyze

**Golden Books : They can only be accessed by the topmost gnome of a tile.**

Invite Mighty Gnome	Choose a Mighty Gnome and pay its cost. Place it in the leftmost empty slot on your player board. If you have reached your gnome capacity, indicated by your steward standing on the plate of the dining table (initially 2), you cannot invite any more Mighty Gnomes. If the chosen Mighty Gnome is the last one in the supply, simply pay the cost and flip it over.
Venturesome Spirit	Move 2 steps forward on the adventure trail. If you reach/pass any VP icon, you will gain corresponding VPs immediately. gain a chest if you reach any.
Upgrade Mushroom Home	Upgrade warehouse with sand or dining table with wood. Move steward 1 step right, score VP if applicable. Access Mighty Gnomes or storage capacity based on the left number of steward space.
Money Money	Take 2 coins from the supply.
Found a Secret	Take a key from the supply.

**Silver Books : They can be accessed by any gnome on a tile, but it costs 1 resource when you activate them. The cost is shown on the bookmark.**

Invite Mighty Gnome (Spending 1 crystal)	Invite a Mighty Gnome for free.
Invite Mighty Gnome	The same as Invite a Mighty Gnome.

(Spending 1 Mushroom)	
Green Thumb (Spending 1 coin)	Take 1 chamomile and 1 mushroom from the supply.
Hard Working (Spending 1 coin)	Take 1 wood and 1 sand from the supply.
Refresh Spirit (Spending 1 chamomile)	Activate one of your gnomes who has a “one- time” ability once again.
Money Money (Spending 1 sand)	Take 2 coins from the supply.
Key Krafter (Spending 1 sand)	Take 2 keys.

### 3) Take Coins

If you decide to discard the chosen gnome tile to the supply, you can collect a number of coins equal to its number of squares minus one. Afterward, your turn is concluded. For example, discard a 3 squares gnome tile and take 2 coins.

#### Free Actions

You can do the following free actions at any time during your turn:

⊙ if you have a key and a treasure chest, you can immediately spend a key and flip over the treasure chest. Immediately get the rewards and return the key to supply. You are allowed to keep a maximum of 3 keys.

⊙ Discard 1 crystal or 2 any resources and take a basic resource (Wood, Sand, Mushroom or Chamomile) from supply.

#### Round Ends

A round ends when every player has used their 3 tiles and placed their last tile in the bedroom. Every player then takes back their gnome tiles from the board and the supply (if any). Next, perform the following steps in order:

◆ **Resolve adventure trail:** From the furthest counter on the track, move all player counters back to the tower and stack them up without changing relative order. Following the order of the counter top to bottom, each player will use their steward to claim a reward from the associated reward box from the current round. A reward cannot be claimed twice.

The first player in the last round remains first if no one claims to be first. Players may pass the first player marker to the new first player if they claim. Once players have received their rewards, they take their steward back.

- Reward for 1st & 2nd round: upgrade, free use of the tiles, first player, 2 coins, 1 adventure
- Reward for 3rd & 4th round: upgrade, free use of the tiles, first player, 3 coins, 2 adventures
- Reward for 1st & 2nd round: key, score double points for the last tile, crystal, invite a gnome (cost), 2VPs

◆ **Refresh Forest and Attic:** In order to refresh the forest and attic, flip over the glade tile in the lowest spaces and place it next to the board. Slide the other tiles down and place a tile set aside in the

first space that is empty (In a 4-player game, place the tile just flipped.) Then, place the book tiles in the lowest spaces from both columns next to the board. Slide the other tiles down and place the book tiles set aside randomly in the first space that is empty. Skip this step if it's the final round.

**2 Player special rules:** You now use the 2 book tiles in display to refresh the columns. The 2 book tiles removed from columns will be placed on display.

◆ **New Round:** If this is the fifth round, the game ends. Otherwise, move the round counter to the next spot. Now a new round begins, starting with the first player. Each player must use the gnome tile in their bedroom for the first turn. And then follow the same procedure to play a round.

## Game End and Scoring

After the 5th round, the game is over. When the game ends, the score is as follows:

- 1) **4 items for 1 VP (Coins, basic resources and keys)**
- 2) **1 Crystal for 1 VP**
- 3) **Each gnome has different scoring criteria. Score each of your gnomes one by one.**
- 4) **If you have a set of 3 different kinds of animals, score 5 more points. A set of 2 same kinds of animals scores 3 more points.**

The player with the most VPs wins the game and claims to be the best chief in the mushroom kingdom! If there's a tie, the farthest player on the adventure trail wins the game.

## Gnome Analyze

Not only brings you benefit during the game, Mighty Gnomes scores VPs when the game ends.

**Magic Gnome:** Once per round, you can exchange 2 woods or 1 sand for 1 VP. Game end: Score 1 VP for each square on the gnome tile in the bedroom.

**Alchemist Gnome:** Once per round, you can exchange 1 crystal for 5 coins or 1 treasure chest. Game end: each crystal scores 2 VPs.

**Robber Gnome:** Take 3 coins immediately from the supply. Game end: every 3 coins score 1 VP.

**Knight Gnome:** On the adventure trail, move the counter 2 steps forward immediately. Game end: If you move furthest on the adventure trail, score 4 VPs, if not, 2 VPs.

**Druid Gnome:** You obtain an additional druid gnome tile. You can use it after the third turn, just like other gnome tiles. Druid Gnome is a neutral tile. The player doesn't have to pay for the tiles they touch. Take turns to use if multiple players own it. Game end: The gnome can be one of three animals you choose.

**Keyholder Gnome:** Take 2 keys immediately. Game end: each key token scores 2 VPs.

**Bandito Gnome:** Draw 2 treasure chests and keep one of them immediately. Game end: each opened treasure chest scores 1 VP.

**Farmer Gnome:** You can immediately upgrade the warehouse or the dining table once for free. Game end: each upgrade scores 1 VP.

## Treasure Analyze

- © Immediately score VPs. When the game ends, if you have a set of animals, you score extra VPs. (See game end scoring)
- © Immediately score 1 VP. You can use it as the animal you designate.
- © Immediately score 5 VP. It works like other frogs.
- © Immediately draw 2 treasure chests from the supply.
- © Immediately take related resources from the supply.
- © Immediately score VPs and take so many coins from the supply.
- © Immediately score 3 VPs.