

# Gnome Elf Troll

**FORSIDE**

**GNOME ELF TROLL**

**REGLER**

## Introduction

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A contest for all witches and wizards- brew the greatest magical potion and win a shiny crystal ball! With that crystal ball, you'll become the star in the local scrying club. But alas, the garden is a mess. How to you gather all the ingredients needed, when there is a troll in the garden eating all the little caretaker gnomes? And where is the elf you hired to watch over the garden, he was probably scared away by the low hygiene standards of the gnomes. If you do not act now, one of your competitors will surely win that crystal ball!

## Contents of the game

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- ◆ 1 x Rule booklet
- ◆ 1 x turnmarker
- ◆ 16 x Gnome figures (4 of each color)
- ◆ 16 x Elf figures (4 of each color)
- ◆ 16 x Troll figures (4 of each color)
- ◆ 16 x Cursed pumpkins tiles
- ◆ 16 x Enchanted apples tiles
- ◆ 16 x Magic beans tiles

## Setting up the game

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### Three-player game:

11 of each type of Produce  
– 33 Produce tiles in total

### Four-player game:

16 of each type of Produce  
– 48 Produce tiles in total

- ◆ Each player chooses a colour of creature markers.
- ◆ The player who smells the most like a gnome/looks most like an elf/sounds most like a troll, begins the game. Or flip a coin.
- ◆ Shuffle the Produce tiles and place them face down on the table.
- ◆ First player draws one of each of Produce tile (one pumpkin, one apple, and one bean).
- ◆ All other player draws three random Produce

tiles. *Please note that Produce cards are secret.*

- ◆ First player receives the turnmarker, and begins the round. When all players have had their turn, the turnmarker goes to player 2 who will then begin the next round. The turnmarker moves to the next player, everytime everyone has had their turn once.

## Phases in each turn

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1. **Sow** – play a Produce card.
2. **Harvest** – count up the Produce you make.
3. **Buy** - use produce and place creatures.
4. **Replenish** – draw a new Produce card

### 1. Sow

Each turn, begin by placing one Produce card from your hand face up in front of you. This is your garden. Produce cards must always be placed in a straight line.



If you have a Produce card, you must place it. If you have no more Produce cards, the game ends. Please see 'winning the game'.

### 2. Harvest

- ◆ Carefully count how many of each kind of Produce you produce. One Produce tile in your garden equals one of that type of product, i.e. one magic bean tile produces one magic bean. If you have two Produce tiles of the same type next to each other, you get three of that kind. If you have three Produce tile of the same type next to each other you get five of that kind, and so forth. This is a synergy bonus for getting many Produce tiles next to each other.

*Please note that the troll interrupts that synergy (see 'Troll').*

- ◆ **Tip:** For better overview, count in the spaces between the identical Produce tiles when you're counting.
- ◆ Each gnome that you have in play – either on

your own or on other's Produce cards – adds one of that kind to your income. The Produce income is used in the next phase: Buy.

### **3. Buy - Use produce and place creatures**

In this phase, you buy and place creatures according to cost, as described below. Produce not used in the buy phase are lost, and do not carry over to the next turn.

### **4. Draw**

Add a Produce tile from the pile to your hand. If there are no more Produce cards, you may skip the draw phase.

## **Creatures**

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Gnomes, elves or trolls may be placed on any Produce tile in any garden – also your opponent's. There can be only one creature on any one Produce tile.

### **Gnome:**

*The Gnome costs three Produce of the same type.*

The Gnome harvest one extra Produce of the same kind as the Produce tile it is occupying. If your gnome is placed on an opponent's Produce tile, *you* will receive the extra Produce of that kind *in your own harvest phase*.

The opponent will still receive his Produce as normal, *but does not reap the benefit of the gnome*.

Two gnomes can scare away an elf (Remove the elf from the Produce tile). One of the gnomes remain on the Produce tile after the elf is gone. The other gnome is returned to your stock.

### **Elf:**

*The Elf costs four Produce of the same type.*

The elf guards the Produce tile it occupies from Trolls. The Elf may also be placed on a Produce tile occupied by a Troll, chasing away the Troll in

the process (return the Troll to its owner).

The Elf now occupies that tile, and may only be removed by two gnomes.

### **Troll:**

*The troll costs one Produce of each type.*

When the Troll occupies a Produce tile, it eats that Produce. The affected player gets no Produce from that tile in the harvest phase. The Troll also breaks the synergy bonus from having the same type of Produce cards next to each other. The troll may also be placed on a Produce tile where there is a gnome. The Troll will eat the gnome (return the gnome to its owner's stock). The Troll then occupies that tile. It is considered good sportsmanship to say "TRØLL!" when you're about to place a Troll.

## **Winning the game**

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You win if you control 10 Produce of the same type at the end of your turn.

You cannot win the game outside of your own turn (for instance, if someone removes a Troll from one of the Produce tiles in your garden). The game also stops immediately, if a player doesn't have an Produce card to sow. The player with the most Produce of the same type then wins the game. In case of a draw, the decider is the highest amount of the second highest Produce type (and so forth).

### **Example of winning:**

Four magical beans Produce tiles next to each other in your garden (with no trolls on them) produces 7 magic beans. Three of your Gnomes on magic beans tiles- your own and your opponent's gardens (counting all Gnomes in your colour) is equal to 3 magic beans. In total, you have 10 magic beans and that wins the game.

May the best player win!

**BAGSIDE**