

RULEBOOK



Garden
nomes

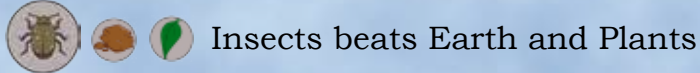
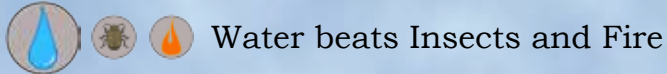
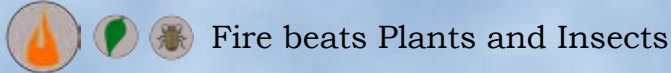
Wizard
arfare

Introduction

For as long as memory goes back, Gnomes have been using magic to complete everyday tasks, but it is quite new that they also use magic to solve conflicts. And conflicts started when the park where they live got overpopulated, so now they use their magic spells to kill each other. Due to ancient traditions the Gnomes only use 5 different, but truly powerful spells.

Game Rules

Garden Gnomes: Wizard Warfare is much like the classic game of rock, paper, scissors. Instead of 3 things to choose from you get 5. And each player will receive a favored pick, that counts double if you win by it.



Each Player will play against each of their neighbors simultaneously, and for each duel you lose, you will lose one Gnome (two if you lose to the opponents favored element). The last player to own any Gnomes is the winner.

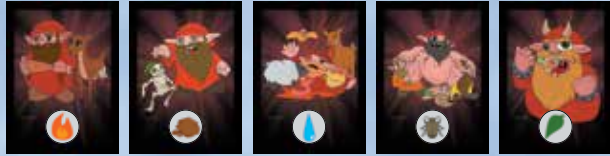
Gameplay

For this rulebook we imagine a game of 4 players. The players are seated as follows:

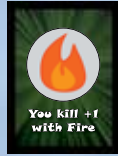


In Garden Gnomes: Wizard Warfare, each player starts by picking a color, taking the matching 5 cards and 7 Gnomes (cubes), and additionally receiving a random elemental bonus card.

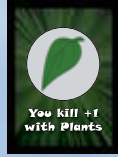
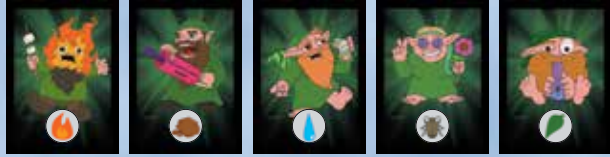
Rachel has the **red** Gnomes:



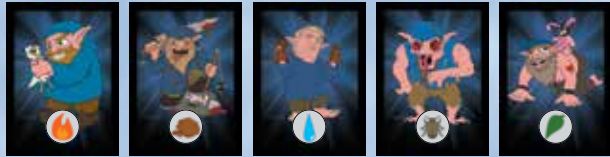
Elemental bonus card



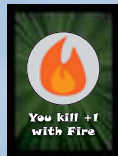
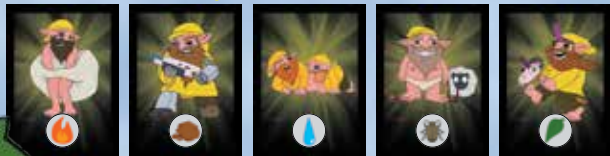
Greg has the **green** Gnomes:



Brian has the **blue** Gnomes:



Yasmin has the **yellow** Gnomes:



Game Round Example

Each player plays 2 cards, face down, one in each direction.



All players then simultaneously flip the cards over to reveal who has won each duel.

- 1 **Yasmin's** Earth beats **Rachel's** Water for 1 Kill
- 2 **Brians** Earth beats **Yasmin's** Fire for 2 Kills, due to his elemental bonus.
- 3 **Greg's** Plants beats **Brian's** Water for 2 Kills
- 4 **Greg's** Fire and **Rachel's** Fire ends in a draw for 0 Kills. Elemental bonus have no influence on draws.

Rachel lose 1 Gnome, **Yasmin** and **Brian** each lose 2 Gnomes, and **Greg** lose 0.

As long as more than 1 player have Gnomes left, all players take their cards back and another round begins.

The last player with any Gnomes left is the winner.

If all remaining players lose their last Gnome simultaneously, all remaining players is granted 1 Gnome and another round is played as normal.

Alternative rules:

It is possible to play with more than 1 Elemental Bonus per player.



Game contents:

- 15 elemental
bonus cards



- 30 Gnome cards



- 42 Gnomes
(wooden cubes)



Extra:

- 6 coasters



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