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Gnomopolis

A gnome building game

After several generations, the Ancient Capital of underground gnomes must be reallocated due the human expansion. Brave explorers and their families are sent to establish a new city, in the largest and deepest stone hall of the Great Mountain. You and your friends will manage the construction of this new capital, which will be known as the great Gnomopolis!



Goal of the Game

In **Gnomopolis** each player pursues a prosperous future for each of your districts by constructing buildings, collecting gold coins and creating jobs for their gnomes. Each building provides actions to the gnomes and a demand for some professions. Match gnomes to building's demand and accumulate coins to earn you victory points. Whoever has the most victory points at the end of the game is the winner!

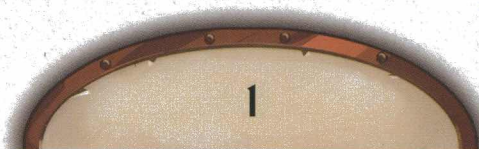
Setup

1. Separate the 4 Advisors cards and leave them on the table within reach of all;
2. Shuffle the remaining Building cards to form a deck, face-down in the center of the table;
3. Draw the first 6 Building cards and place them face-up as the buildings supply;
4. Each player must receive 1 District mat card, 4 villagers (brown), 2 children (green), 1 Armadillo caravan token and 1 plastic cup;
5. Each player must add all their gnomes to the cups and draw randomly 3 gnomes. Place them on the active area (☉) of each District mat.
6. Place the remaining gnomes within reach of all players, making a common area known as the **Ancient Capital**:
To 4 players: 9 villagers (brown), 9 children (green), 9 merchants (yellow), 9 artisans (blue), 9 soldiers (red), 9 inventors (grey) and 15 coins per player (see side box on pg. 2 for a different number of players).
7. Reserve an area on the table for the **New Capital**. Whenever it is necessary acquire a resource, it must be picked up first from the Ancient Capital. If the resource is not available, then get it from the New Capital. Whenever a resource is returned to the supply, put it in the New Capital.

You are ready to play Gnomopolis! The shortest player starts (or choose one randomly).

Components:

28 Building cards;
04 Advisors cards;
04 District mats;
04 Plastic cups;
04 Armadillo Caravan meeples;
78 Gnomeeples in 6 different colors (17 green, 25 brown, 9 red, 9 yellow, 9 blue, 9 grey);
12 Mechanical helpers tokens;
32 Coin tokens (20x1, 8x5 and 4x10).



Ancient Capital Setup:

- 1 OR 2 PLAYERS:
30 Coins and 5 of each gnome color
- 3 PLAYERS:
45 Coins and 7 of each gnome color
- 4 PLAYERS:
60 Coins and 9 of each gnome color

Each player starts with:

- 01 Cup;
- 01 District Mat;
- 01 Armadillo Caravan meeple;
- 04 Villagers (brown gnomes);
- 02 Children (green gnomes).

All remaining gnomes are returned to the box. They will not be used in the game. All remaining coins are kept near the game and can be used if needed.



Ancient Capital setup:

- a) deck of building cards;
- b) 06 face-up cards in offer;
- c) advisor cards face-up;
- d) Ancient Capital with all the gnomes and coins;
- e) reserve an area for the New Capital for all the returned resources.



Each player starts with:



- a) district mat;
- b) 04 villagers (brown);
- c) 02 children (green);
- d) 01 plastic cup and
- e) 01 Armadillo caravan meeple in their color.

Game Progress

Starting with the first player, players alternate performing their turns, clockwise, until one of the three end-game conditions are reached (see page 3). If an end-game condition is triggered, the game continues until all players have played the same number of turns and then the final score is calculated. The player with most victory points is the winner.

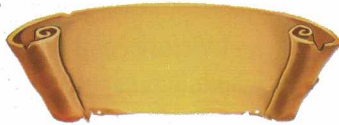


Player's turn

Each turn consists in the current player performing actions with all his active gnomes (in  area) until he/she wants to pass. At the end of his/her turn, he/she moves all the gnomes to the region of exhausted gnomes ( area) and draw the new workforce of 3 gnomes to the next round. Then the next player starts his turn.

Each player's turn has the following steps:

1) Move a group of gnomes from your active gnome area to one empty parchment in a building, District Mat or Advisor Card to perform the described action immediately. (You can do as many actions you like but each must be fully resolved before take another.)



- a. If the action demands the return of the gnome, lay it down backwards (they no longer works for you at the end of your turn);
- b. If the action requires coins, mechanical helpers or other tokens, lay it down on the action until the end of your turn, then return it to the supply.

2) Put a group of gnomes on a Building card in buildings supply to build it in your district. (Only once per turn.)



a. Let the gnomes standing in the area of construction team on the left side of the card until the end of your turn.



b. Gain the amount of gnomes indicated on the right side of the card. Move them to your exhausted gnomes area (it was a long way to get here...).

3) Pass. (To finish your turn.)

a. Return all the gnomes lying down backwards and tokens on cards to the supply of New Capital;



b. Move the standing gnomes on the buildings to the exhausted gnomes area;

c. Move the remaining active gnomes (which did not work) to the exhausted gnomes area;



d. Draw 3 random gnomes from the cup to your active gnomes area to work on the next turn;

e. The next player starts his/her turn.

Game End and Final Score

The game end is triggered when one of these three conditions are met:

- a. A player builds their 6th building (not counting the District mat);
- b. The Ancient Capital runned out of gnomes;
- c. The Ancient Capital runned out of coins.

If either condition are reached, end the current round normally so that all players have played the same number of turns.

To calculate the final score, each player distributes all his gnomes in the buildings he/she built and in his/her District mat. The gnome colors demanded by the buildings must be respected (on the bottom of the card) and each gnome can only be scored by a single building.

Keep an eye on others!

In Gnomopolis everyone draws 3 gnomes at end of turns. So, you can figure out what they may be doing on their next turns. It's a good way to decide when dispute a building or specialize your population.

Action Example:

Jason wants to use one action on his District Mat to gain coins. He moves one of his merchants (yellow gnome) from the active area to the parchment, keeping it standing, and collect 2 gold coins from the Ancient Capital.

At the end of his turn, this gnome move to his exhausted area.

Return Example:

Lea wants to use one action on her District Mat to specialize her gnomes. She moves one of her children (green gnome) from the active area to the parchment, keeping it laying down, and move a villager (brown gnome) from the Ancient Capital to her exhausted area. At the end of her turn, this green laying down gnome is returned to New Capital.

Stay alert!

In Gnomopolis you must react fast against opponents: some go for gold or building rush while others go for a huge crowded district. Beware with the game end or your plans may not be accomplished!





Count the totals, not the sets!

During the game, you can freely look into your cup and compare with the district's demand. Do this one color at a time: avoid distribute mentally the gnomes on the buildings!

Scoring:

At game-end, hired gnomes worth points and unemployed gnomes make you lose points! In this picture the player summed 9 victory points:
6 (coins) + 4 (red and grey hired) - 1 (yellow unemployed).

The **final score** of each player is defined by the sum of:

- +1 Victory Point for each coin;
- +2 Victory Points for each gnome that meets the demand of each of his/her building cards;
- +1 Victory Point for each gnome that meets the demand of the District mat;
- +2 Victory Points for each Advisor card;
- 1 Victory Point for each gnome that is not demanded by any of the buildings or District mat.

The player with highest sum of Victory Points is declared the winner. Ties are resolved by the number of children, then the total of gnomes and, finally, by the total of the coins. If tie persists, use the turn order.



The Extended Rules of Gnomopolis

Gnomes

Gnomes are agile minded beings and they organize themselves in different professions based on the color of their hats. The gnome meeples represent the people of each district and its labor force in the game. There are six colors of gnome icons in the game: children as green, villager as brown, soldiers as red, merchants as yellow, artisans as blue and inventors as grey. A white gnome icon represents a wild: it can be a child, a villager or any of the specialized gnomes.



Growing and Specializing:

Through actions, children become villagers and villagers can specialize in four professions: soldiers, merchants, artisans and inventors!

Gnome Actions

All the parchments in the game represent the actions that your active gnomes can do. An action can be performed by placing the resources indicated as cost (left side of the arrow) on the parchment to obtain other resources or effects (right side of the arrow). You must have the exactly amount of resources in the cost beforehand to perform the action (matching color gnomes in your active area and the tokens in your reserve). Any resources used as cost stay on the parchment to represent that the actions were used this turn. Working gnomes are kept standing up on the action, but gnomes that must be returned (whose depicts a white X on their icon) are kept laying down like any other tokens (coins and Mechanical helpers). An used action cannot be used again in the same turn unless his parchment is deoccupied as part of an effect. You can perform as many actions you want in your turn but each action must be fully completed before doing another.

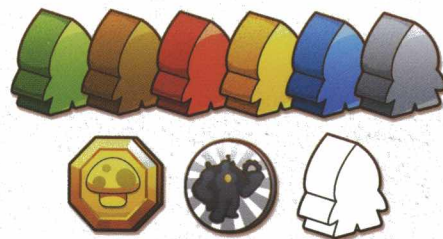


Gain

Whenever an action provides you gnomes, move them from the Ancient Capital to your exhausted gnomes area (they walked the long way to your district!). If there are not enough gnomes, move as many possible and then move the rest from the New Capital. If there are no gnomes in New Capital, move as many as possible and the rest of the action has no effect (the gnomes are component limited).

If an action provides you coins, the coins are moved immediately to your stock. Coins are not limited and you can use any means to take notes of the accumulated amount by a player.

If you gain a Mechanical helper, move one of this token to your stock. Mechanical helpers are not limited and you can use any means to take note of the accumulated amount by a player. Mechanical helpers worth nothing at the end of the game, thus it's not a good move to stockpile them.



Draw

Whenever any effect provides a draw, you must randomly draw (without looking) a gnome meeple from your cup and add it to your group of active gnomes. If there are not enough gnomes, draw as many as possible, take all your exhausted gnomes and move them to the cup to continue drawing the rest of the requested gnomes from the cup.



Search

Whenever any effect provides a search, you can look and choose one of the available gnomes of your cup or exhausted area and move him to you active gnomes area. Alternatively, you can move a working gnome to the exhausted area (or return him to the New Capital if it is laying down). If there are not valid target gnomes for the search, the effect is ignored. A search do not trigger the movement of exhausted gnomes to cup like a Draw. A search can only target gnome meeples.



Return

If any action has, as part of the cost, a resource with a white X, it requires that you must return a gnome or token to the supply. If it is a gnome, let the gnome laying down on the action of the building until the end of your turn. At the end of the turn, returned gnomes are moved to the New Capital. If any action requires you return tokens, keep them on the action and at the end of the turn return them to the New Capital.





It is a living thing!

Your district gains life with all the different gnomes doing their jobs. A good balance between size and specialization can do really smart combos. But migration can really slow down your engine!

Each Building card has:

- a) a parchment with an action;
- b) the construction team needed;
- c) immigration;
- d) a type;
- e) a demand for the end-game scoring.

Build example:

Thomas wants to build an Atelier from the offer. He moves 2 villagers (brown) gnomes from his active gnomes to the building card, keeping them standing (they will move to his exhausted area at the end of the turn). He moves the card with all the gnomes on it to his district and 3 children migrates from Ancient Capital to his exhausted area.

Snatch that Building!

Do not be shy about constructing a building that the action is good only for your opponents: other than being a great opportunity to deny it to him, it's a chance to earn some coins and a good way to increase your population or end game scoring!



Buildings

During the game, the buildings will provide new actions for your gnomes and create new jobs for them in your district. Each building built in your district is immediately ready to be used by you (and all the other players through Armadillo caravans - see pg.8). To build a building, you must use a specific construction team with gnomes and/or Mechanical helpers. When your district expands, the news spreads on Ancient Capital and gnomes start to immigrate to your district!



Expanding the City

BUILDINGS TO ACQUIRE

The supply of buildings consists of 6 building cards, face-up in the center of the table. Whenever a player builds a building, he must draw a new card from the buildings deck and add it to the supply. Each player is limited to build once per turn.



BUILD A BUILDING

To build a building, you must use a set of gnomes equals to the building construction team (left side of the card) to bring it to your district. The gnomes who built the building are kept on the left side of the card as working gnomes (but it does not mean that the building action has been used). Once completed, the building is immediately available to use. The gnomes on the construction team are moved to your exhausted gnomes area at the end of the turn.



IMMIGRATION

Whenever a building is built, the notice of new business opportunities spreads and gnomes immigrate to your district. Gain the amount equal to the gnomes in the immigration (right side of the card) and add them to your exhausted gnomes area. The gnomes must be obtained first from the Ancient Capital and completed with gnomes of New Capital, if necessary.



Mechanical helpers

The inventors and some buildings allow you to create Mechanical helpers. Those handy brutal force can replace gnomes in construction teams. Each Mechanical helper acts as a wild gnome but only to build a building. Mechanical helpers are always returned after use, so you must return all that participated in a construction team at the end of your turn. They are accumulated as coins in your stock and are not placed on the cup at any circumstance.

Advisors

The advisors cards represent the masters of each gnome specialists. When you amuse them, they move to your district and open a small stall to help you. They bring coins and always provide an extra action besides your buildings.

Each advisor is associated with a building type and whenever a player constructs a building, he/she must verify if that the majority of that type was reached. If so, he receives the respective Advisor card. Even if a player ties, he/she will receive the advisor card!

When a player acquires the Advisor card he receives any immediate benefits of the card (usually 1 coin) and will have access to its unique action. At the end of the game, each Advisor card you have grants you two Victory Points. Advisors card actions can also be used by other players through Armadillo Caravans.



Advisors are valuable!

Besides a handy action, Advisors can give you a fair amount of gold and victory points at the end of the game. Remember that you just need to tie with player currently owning them!

Each Advisor card has:

- a) a parchment with an action;
- b) the majority type to gain the card;
- c) gain bonus when him/her settled in your district;
- d) end-game scoring;



Armadillo Caravans

The trade between districts is possible due the intrepidity of caravanners with their Armadillo wagons full of goods! With the caravans, you can use actions on another district as your own. To use a caravan action, you must advance your caravan token to the next opponent clockwise, and perform one of his actions using the armadillo parchment action on your District mat as if that is the action. Follow normal costs and gain rules of actions as if it was printed on this parchment. The opponent receives 1 coin from the supply when you use one of his actions with the Caravan. You can use any action on another opponent district but not other Caravan action. Moving the token is mandatory: you can't use it on the same opponent twice in a row (unless playing in two players). Remember to move the correct resources costs to caravan action parchment to indicate that it was used.



Solo Game

You can play Gnomopolis solo with the base rules for two players. In this case, you'll try to maximize your scoring before triggering one of the end-game conditions.

Alternatively, you can play one of our online scenarios exclusively developed to challenge you through hard puzzles and campaigns! Subscribe to be notified when fresh content is available at: <http://bit.ly/gnomopolis>.

Credits and Acknowledgements

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Turn Summary:

- a) Do all your actions moving your gnomes from your active area to parchments on your cards (full resolve each action);
- b) Build a building with gnomes on your active area (only once per turn). Check for type majority and gain the respective Advisor Card;
- c) Pass:
 - i. Move all gnomes that are lying down to New Capital area.
 - ii. Return all tokens on cards to New Capital.
 - iii. Move all standing gnomes to your exhausted area.
 - iv. Draw three gnomes from the cup and add to your active gnomes area.

Important Terms:

-  **ACTIVE AREA:** where you keep gnomes that are ready to work on your turn.
-  **EXHAUSTED AREA:** where you keep gnomes that just moved to your district or worked on previous turns.
-  **CONSTRUCTION TEAM:** the color and quantities needed to build this building.
-  **IMMIGRATION:** the number and colors of gnomes that moves to your district after building this building.
-  **DRAW:** randomly move one gnome from the cup to your active area.
-  **SEARCH:** choose one gnome from the cup or exhausted area and move it to your active area. Alternatively, move one working gnome to your exhausted area.
-  **GAIN A MECHANICAL HELPER TOKEN:** it can replace a gnome when building a building. Return after use.