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For 2-4 dwarfs from 5 years of age
Duration: 20 minutes

CONTENTS:

- 3D game board
- 12 gnomes (4 sets of 3)
- 1 Troll
- 1 die
- 8 *Crack!* cards
- The rules

CRACK!

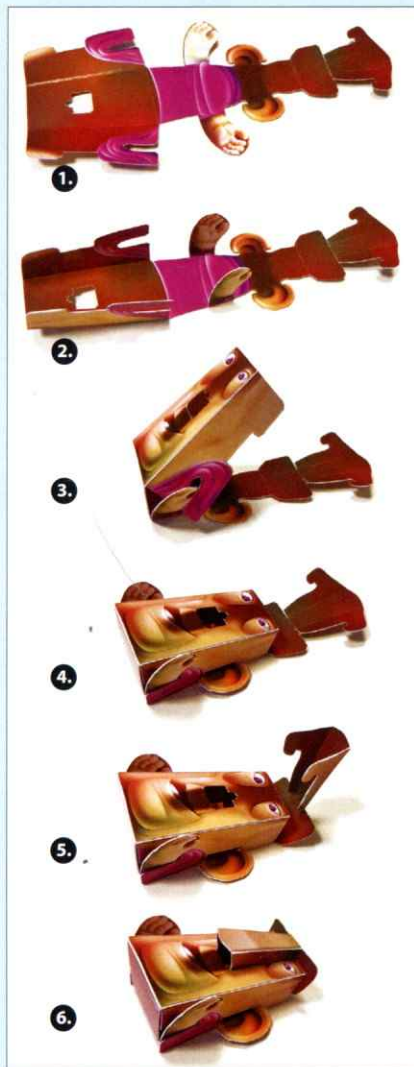
who's there?

There is a treasure hidden deep in a mountain cave. The fastest gnomes urgently set out to search for the mysterious cave. Their path takes them through a forest guarded by a Troll. This Troll has poor eyesight, but he has excellent hearing. Sneaking past him won't be easy.

However, the gnomes are courageous, persistent, and good at hiding. If they go quietly, the Troll might not notice them. The first ones to reach the cave with the treasure are the winners.

A running hide-and-seek game. The gnomes need to have a good strategy, and be careful, and lucky.

How to fold the paper Troll figure.



PREPARATION

Take all the parts out of the box. Assemble the game board from the two parts. Place the board on the box insert so that the entrance to the cave is open. Place the folded Troll figure (see how to fold it on the left) in the centre of the board.

Each player takes gnomes of one colour. If 2-3 children are playing, each child takes 3 gnomes. If there are 4 players, each one takes 2 gnomes. The remaining gnomes are put to one side. Each player puts their gnomes at the beginning. Place the dice next to the board.



Put **4 Crack!** cards on the path on the board: 2 cards on spaces with puddles, and 2 in spaces of your choice. There can be no more than one **Crack!** card per space.

If you want to make the game more challenging, place more **Crack!** cards on the path.

GOAL OF THE GAME

To be the first to get all your gnomes into the cave with the treasure.

HOW TO PLAY

The youngest player starts. Players take turns clockwise.

The player whose turn it is rolls the dice. They must move one of their gnomes forwards along the path

based on the symbol shown:

- If a gnome lands on a space with a **Crack!** card, the Troll hears the **Crack!** Turn the Troll towards that side of the board. The board is marked with 4 sides, each representing a different direction, and each side has 3 path spaces. The Troll can see these 3 path spaces. If the gnomes hide behind trees, the Troll cannot see them. These gnomes are safe. However, if the Troll spots gnomes in any of the 3 spaces, the gnomes immediately have to return to the beginning of the path (see the example on the right). Now it is the next player's turn.

- If a gnome stops on a space without a **Crack!** card, that player's turn ends, regardless of which way the Troll is facing. The next player then throws the dice.

Remember!

- The gnomes can only move along the path clockwise.
- More than one gnome can be on one space on the path.
- It is not allowed to skip a turn.
- When the gnomes reach the cave they immediately jump into it.

THE MEANINGS OF THE SYMBOLS ON THE DICE



A tree. Go to the nearest tree.



Two trees. Go to the second tree.



A puddle. Go to the nearest puddle.



Two puddles. Go to the second puddle.



Crack! Go to the nearest **Crack!**

Example



It's the turn of the blue player. The dice shows a puddle symbol. The blue gnome moves to the nearest puddle and stops on a space with a **Crack!** card.



The Troll hears the **Crack!** and turns to that side of the board. He can see three spaces on the path. The green and yellow gnomes are safely hidden behind trees. But the Troll spots the blue gnome.



The blue gnome is unlucky. He returns to the beginning of the path (move the gnome). Now it's the next player's turn.

Example



If a gnome stops on the last space next to the cave, the **Crack!** is triggered (the Troll turns). The gnome can only enter the cave at their next turn, regardless of the symbol shown on the dice.

END OF THE GAME

The game ends when all a player's gnomes have reached the magic treasure cave. That player is the winner.

