

Gnomes™

For 2 to 4 Players/Ages 6-12

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OBJECT

Have you ever seen a Gnome before? Would you like to? In this game, you and your opponents travel through Gnomeland looking for the elusive little creatures. Whoever finds the most Gnomes is the winner. But beware! The path through Gnomeland can be dangerous, especially when you meet a Troll, the enemy of all Gnomes.

EQUIPMENT

1 Game Board • 1 Perforated Sheet with 4 Colored Markers and 43 Gnomeland Cards • On this platform: 1 Spinner • Under this platform: 1 Spinner Arrow • 4 Plastic Bases

SET UP

- Carefully remove all the items from the perforated sheet.
- Carefully remove the spinner from the platform. Assemble it. Then insert the arrow into the center hole.
- Fold each of the colored markers and place it, folded side up, into a plastic base. Each player then takes one of these completed playing pieces and places it onto START.
- Shuffle the pack of Gnomeland Cards and place six cards, face down, onto each of the following circles: *Deer Run, Fox Den, Hare Hollow, Blackberry Hill, The Deep Woods, Leaping Frog Pond* and *The Old Farm*. Place the remaining Gnomeland Card at the very end of the path — on the space marked with the number 1.
- Each player spins the spinner. Whoever spins the highest goes first; play then proceeds, in turn, to the first player's left.

PLAYING

On your turn, spin the spinner and move your playing piece the number of spaces that you spin. Then follow the directions of the space you land on. **A Deer, A Fox, A Hare, A Bird, The Deep Woods, A Frog and The Old Farm.** Whenever you land on a space marked with one of these pictures, find the matching circle on the board and take the top

Well Gnome Facts

Look carefully, or you will fail to see a gnome in a meadow or a forest. But he is there all right!

About 6 inches tall (without cap), the adult gnome weighs about 10½ ounces. He lives almost 400 years. Around the age of 100, he begins to think about marriage.

Gnome parents have 2 children: a pair of twins. Gnome fathers teach gnome-things to their

sons; girl gnomes learn from their mothers and neighbor women.

Gnomes are twilight and night creatures. They work and play during short, warm summer nights and long, cold winter nights.

The gnome is very friendly with animals. He speaks their language and even supplies small rodents with food during the winter.

Gnomeland Card. (If no cards are left on that circle, it's the next player's turn.)

a) If you draw a *Gnome card*, congratulations! Place the card in front of you as proof that you have found a Gnome.

b) If you draw a *Troll card*, you must immediately place one of your Gnomes in the Cave of the Trolls at the top of the board. If you do not have any Gnomes, there is no penalty.

c) If you draw a *blank card*, you haven't found anything. Discard it by the side of the board.

d) Whenever Gnomes are in trouble, they whistle for help. If you draw a "*Whistle for a Gnome*" card — or if you land on a "*Whistle for a Gnome*" space by exact count — whistle back in response. Then rescue 1 Gnome from any one opponent. That Gnome is now yours. If no one has any Gnomes, you're out of luck.

e) If you draw a "*Go to the Entrance to Toad Corner*" card — or if you land on the "Go to the entrance to Toad Corner" space by exact count — you must immediately go to the space on the board marked "Entrance to Toad Corner." Then, on your next turn, travel through Toad Corner. In addition, whenever you land on the "Entrance to Toad Corner" space by exact count, you must also travel through Toad Corner on your next turn.

f) Polecats are annoying creatures, and sometimes they bother your Gnomes. If you draw an "*Oh, Oh! a Polecat*" card — or if you land on an "*Oh, Oh! a Polecat*" space by exact count — the player to your left gets to rescue one of your Gnomes from the Polecat. That Gnome now belongs to the player to your left.

Except for Gnome cards, discard all Gnomeland Cards by the side of the board after drawing them.

Troll Spaces. If you land on a space marked

"Beware!", place one of your Gnomes — if you have any — into the Cave of the Trolls.

"Everyone hunts for a Gnome" Spaces. If you land on one of these spaces, you and your opponents each take one Gnomeland card. Each of you may take your card from any pile on the board. If you're lucky, you might even find a Gnome!

The Cave of the Trolls Spaces. If you land on one of these spaces, place one of your Gnomes into the Cave. If you do not have any Gnomes, there is no penalty.

"Go back to the Cave of the Trolls" Spaces. If you land here, go back immediately and, if you have any Gnomes, bring one with you. On your next turn, leave your Gnome in the Cave, then roll and move.

"You rescue 1 Gnome" Spaces. If you land on one of these spaces, take one Gnome from the Cave of the Trolls. If you land on a "You rescue 2 Gnomes" space, take two Gnomes from the Cave. If there are no Gnomes in the Cave, it means they are all safe, and no rescue is necessary.

"The silly elves send you through the marshes" Space. If you land here by exact count, you must travel through the marshes on your next turn.

"Go to Fox Den/Go to the Deep Woods/Return to Leaping Frog Pond" Spaces. Whenever you land on one of these spaces, follow its directions immediately. You may return to any space within the particular area. For example, if you are sent back to the Leaping Frog Pond, you may place your playing piece on any space around the pond that is marked with a frog.

In addition, whenever you draw the "Go to any Blackberry Hill Space" card, you must also follow its directions immediately.

When returning to any of these spaces, always remember to draw a card from the corresponding Gnomeland Card pile.

"You get the last Peek" Space. You get the last peek only if you're the first player to reach the end of the Gnomeland path. Take the Gnomeland card placed on the circle and see what you have found.

WINNING

As soon as one player reaches the end of the Gnomeland path, the game is over. Whoever has found the most Gnomes at this time is the winner. We will be happy to answer questions about this game. Parker Brothers, P.O. Box 1012, Beverly, MA. 01915. Attention: Consumer Response Department.