

Quick Tips (use along with the original instructions)

Gnomes at Night (2-8 players)

(a co-operative game where you work together!)

Setup:

- Attach the 2 **grey stands** to two opposite edge sides of the game's box.
- Choose 1 of the **game boards** (labeled A, B, C, D in order of difficulty) and insert it into the 2 grey stands so it creates a vertical divider between the players. (see instructions for illustrations if needed on how to do this.)
- Take the 2 **gnomes** and note that they are magnetic and will stick to each other through the board. Shuffle the 4 **corner start cards** and randomly choose one and put the 2 gnomes in that corner on either side of the board.
- Remove the **team cards** if playing a 2-player game. Shuffle the 12 **treasure cards** and place this deck upside down to the side of the barrier along with the **timer** so they are both visible to both players. Note that **each side of the board has 6 different treasures** on it. (For a less hectic game, you can omit the timer.)
- Also note that the **maze is different on both sides** and where there is a wall blocking one player, there may be an opening for the other player.

How to Play - 2 Player Version (for more players, play as teams and/or see instructions):

- Begin by **turning over the timer** and the **top treasure card**.
- **Look for the treasure** on your side of the board and say as soon as you find it.
- **If playing on teams**, talk with your teammates or use the **team cards** (see instructions)
- Now you have to work together, only with **gestures and talking** with each other to get the gnomes to the treasure before the timer runs out!
- **Only 1 person can move** the gnomes at a time, by moving the one gnome on their side. Their action will "pull" the other gnome on the opposite side.
- You **cannot move your gnome through walls** on your side of the maze. You will need to communicate together to find a way around the wall via an opening that will pull your gnome through the wall.
- Once you've reached the treasure, place the treasure card aside and draw a new one to start working towards before the timer runs out!

Game End and Scoring:

- One round is over when the sand timer runs out. Give yourselves **1 point** for each treasure you successfully received!
- After 3 rounds, total your score. On the last page of the original game instructions you can see how your score is rated by the gnomes!