

COOPERATIVE MODE

Follow the basic instructions with the following exceptions:

Take one set of identification cards.

- For a game with 4 players, each player takes a stack of 4 cards of the same type (caps, faces, beards or feet).
- For a game with 3 players, one player takes 2 stacks and the other two players take a stack each.
- For a game with 2 players, each player takes 2 stacks.

Instead of each assembling their own gnome, the players assemble one gnome between all of them. Set the timer on your phone for 2 minutes and start the game.

The more cards you win, the better your result is. For starters, try to win at least 5 cards. Done? Now try to beat your own record!

You only win a card if you get all 4 parts of the gnome right. After each round, the players pass their stack (or stacks) of cards to the player on their left and continue the game – the clock is ticking!

ALL-IN MODE



Follow the basic instructions with the following exceptions:

Take the number of sets of identification cards that equals the number of players minus one. Spread the identification cards face up in the center of the table and shuffle them (as shown on the image). The players use the identification cards from the center of the table instead of their own sets of cards.

Notes:

- You get points only for fully-assembled gnomes.
- If you're holding a card when somebody says "Stop!" you may use it in assembling your gnome.
- You cannot say "Stop!" if you haven't fully assembled your gnome.
- If you say "Stop!" but you've identified fewer parts correctly than another player, you sit out the next round.

GAME VARIANTS

When playing with any of the game modes described in these rules, you may add any of the following game variants to spice up the game. You may even use several game variants at once!

UPSIDE DOWN

Insert the portrait card into device upside down.

TWINS

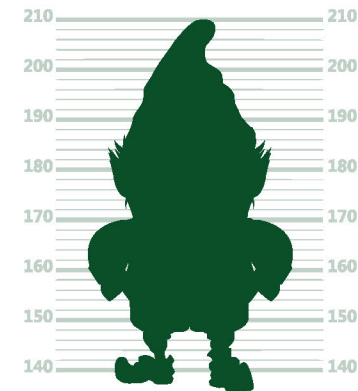
Remove the screen card from the rotating device and insert two portrait cards back-to-back. Once the device stops, assemble the gnome that is facing away from you.

FLOWER & RAIN CLOUD

- If you see a small red flower, instead of assembling the gnome you've just seen, you must shout **"Flower!"** The first player to do so wins the card. If you shout "Flower!" but there's no red flower on the card, you lose one of your cards.
- If you see a rain cloud, instead of assembling the gnome you've just seen you must place your hand in the middle of the table. The first player to do so wins the card. If you place your hand in the middle of the table but there's no rain cloud on the card, you lose one of your cards.



UNIQUE ROTATING DEVICE!



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GAME RULES

DO YOU GNOME ME?

6+
age

25
min

2-4
players

Have you seen this gnome? Just for a split second! Is that enough to compile his portrait? Well, it should be! Why don't you try?

COMPONENTS

- 24 double-sided portrait cards (with some really sneaky gnomes on them!)
- 1 screen card (with a silhouette of a gnome)
- 4 identification sets (16 cards each – 4 caps, 4 faces, 4 beards, 4 feet – don't get confused yet!)
- Rotating device with a built-in ramp (tricky but tremendously helpful stuff!)
- 1 marble

SETUP

- Each player gets a set of identification cards of a chosen back color. **[Choose your favorite and fight for it!]**
- Place your 16 cards in 4 face-up stacks – a stack of 4 caps, a stack of 4 faces, a stack of 4 beards and a stack of 4 feet, so that the parts are assembled in a shape of a gnome facing you. **[Nice little fellow, isn't he? Oh, I bet you are soon gonna dislike him!]**



Identification cards in front of the player

- Place the box with the rotating device on the table, so that all players are looking at it from the same side. Insert the screen card into the device. Make sure the device is in the "stop" position. **[It has to turn clockwise – you soon will learn how to use it!]** Prepare the marble.

IF YOU ARE PLAYING WITH ADULTS, WE SUGGEST YOU USE THE FLOWER & RAIN CLOUD GAME VARIANT.

2

GAME ROUND

Draw a card from the deck without looking at the other side and insert it into the device, back-to-back with the screen card, so that the screen card is facing the players, and make sure the gnome on the card is not upside down. **[Now you know there's a gnome standing there!]**



When everyone is ready, release the marble from the top of the ramp: the marble should flick the handle of the device, and in turn the device should do a 360° turn and stop. **[What was it? A gnome who has just sneaked by? Was he even there?]**

The players will have less than a second to see the gnome on the portrait card and memorize him! **[Yes, memorize! You should have payed more attention, hahaha!]**

If the device doesn't make a complete turn and stops somewhere in the middle – too bad for you. Remove the portrait card and discard it, place the device in the "stop" position and then insert a new portrait card into it. Release the marble from the top of the ramp to start a new round. **[The clumsy player gets another chance – but no cookies for him if he slips up!]**

3

As soon as the device stops, all players at the same time start trying to assemble the gnome they've just seen using their identification sets. In order to do it, take one of the stacks of cards in front of you in your hands, then flip through the cards until you find the one you need. Move the chosen card up to the top of the stack and put the stack back down on the table. Go through all stacks, one by one, until the gnome in front of you is the exact copy of the gnome on the portrait card. All cards must remain in their stacks, only the order of cards within the stack changes! **[You always have a gnome in front of you, but is he the right one? Is it the correct cap? Shoes? Was he holding... your cookie?!]**



Do not mix cards from different stacks. Keep the stacks separate and neat. Only one card should be visible in each stack.



4

As soon as one of the players thinks he's ready, he shouts "Stop!". Everyone stops assembling their gnomes. Now the portrait card is removed from the device and everyone compares their gnomes to the one on the portrait. **[There he is, the sneaky scamp!]**

SCORING!

NOW THE PLAYERS CHECK WHO ASSEMBLED THE GNOME WITH THE MOST CORRECT PARTS. This player wins the round and gets the portrait card as a victory point. **[Well done, Eagle Eye!]**

In case of a tie, the player who stopped the round gets the card. **[Congrats, Mr. Fast!]**

If there is a tie and the player, who stopped the game, is not one of the tied players, one of the winners gets the portrait card of the current round and the player, who stopped the game, gives one of the cards he won before to each of the other tied players. **[You lose some cards, Mr. Hasty!]** In case the player, who stopped the game, doesn't have enough cards, he gives away all his cards and the rest of the needed cards are taken from the deck.

5

NEW ROUND

Play the next round following the same rules. **[You've learned how to do it, right?]**

END OF THE GAME

As soon as someone wins the 5th portrait card, the game is over. The player with the most portrait cards wins the game.

[How should we name the winner? A Gnome-catcher? A Gnomin Hood? A... your variant?]

Note. If you want to play longer and catch more gnomes, play until the deck of portrait cards is empty! At the end, the player with the most portrait cards wins!



6