

How to play



The Garden Gnome Game

Ready, steady, MOW!



Lawnmower races

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Lawnmower races
for 2 - 6 players, age 6 or older

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Introduction

These Instructions may seem daunting at first, but don't worry.

The rules are simply illustrated by lots of examples. After all, a picture says more than a thousand words.

The "Garden Gnome Game" is a game for the whole family.

Younger players will love to look for the white sheep or black mole hiding in the grass, while older players will enjoy the tactics. Although a die is used, winning depends on far more than just luck!

The game is easy to understand, just remember it's all about mowing the lawn. And it consists of familiar elements which most players will recognize.

The token symbols (icons) are self-evident and related to mowing the lawn, too. This makes it easier to understand the game: e.g.: obviously the red garden gnome that just got mowed down will need to be repaired, and so the player responsible will have to miss a turn.

Game Contents

- 1 dice
- 6 game boards - the gardens
- 6 game pieces - the lawn mowers
- 6 black blocking stones - the molehills
- 6 grey starting tiles
- 6 purple poison tiles - the poisoned lawns
- 228 green weed tiles - the grass pieces

Note: The 240 tiles should be individually pushed out of the four sheets.

Please press the tiles out from the the stamped (dark green) topside to avoid damaging the tiles.

The playing pieces consist of two parts: the lawn mower and its handle.

These two pieces should be slotted together.

The Idea of the Game

The gardening season has begun!

It's a race to see who can mow the lawn the fastest.

Beat your neighbour!

Someone has thrown something over the fence to get in your way!

Let's show them!

Use a mole to stop them from mowing!

Aim of the Game and the End of the Game

The aim of the game is to be the first to mow the lawn: all the dark green tiles bearing weed symbols have to be turned over.

The first player to manage this wins.

Hidden in the grass you'll find symbol tiles, for various gardening tasks (e.g. raking, digging, removing a mole hill).

These give each player the opportunity to hinder your opponents (whether by blocking, creating new paths or making gaps), especially the player who is furthest ahead.

Don't forget that the other players will be out to get you, too, and will throw obstacles in your path to deter you from mowing!

Playing Time

About 15 - 60 minutes.

Playing time is largely dependent on the length of the board layout and the number of players: the longer and more complex the layout and the more players, the longer the game lasts.

Preparing the Game

Spread out the game contents - The Favourite Weed

Each player chooses their colour: their Favourite Weed.
There are six different weeds to choose from:



Red Poppy



Blue Speedwell



Yellow Dandelion



Green Nettle



Orange Thistle

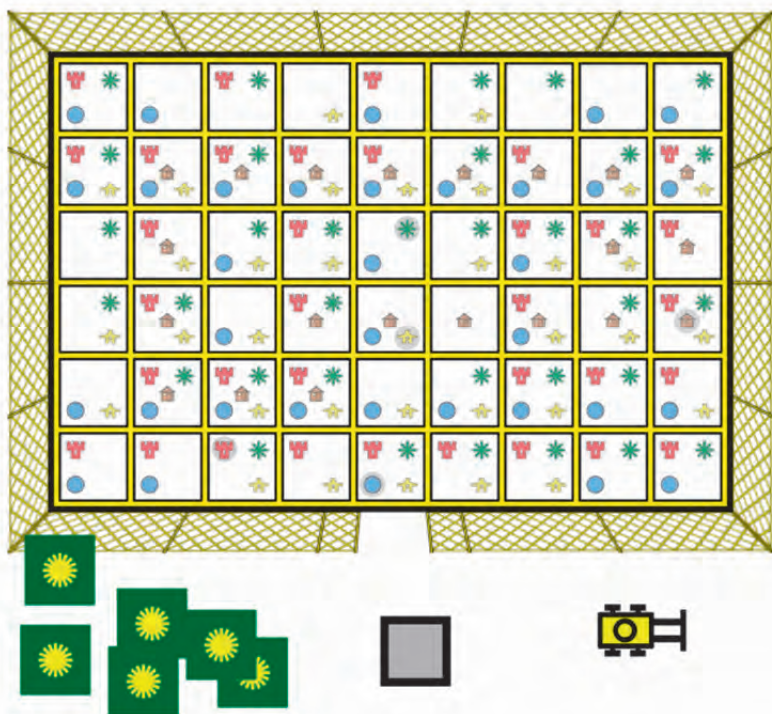


Purple Clover

Each player receives 33 weed tiles (grass pieces), a board matching the player's colour (the garden), a playing piece (the lawnmower), and a grey starting tile.

Everyone puts the garden, the grass pieces, the starting tile and the lawn mower in front of them.

Example for Dandelion

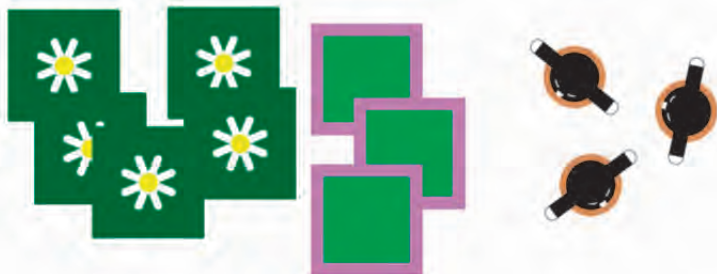


Note: Although each player has their own garden, this does not mean that everyone is only playing on their own board. Each player also makes changes to gardens belonging to other players by creating, replacing or removing grass pieces or placing molehills.

Game materials used by all players - The Compost Heap

The centre of the table is the Compost Heap.

The Compost Heap is where the various playing pieces are stored: all 30 pieces of grass (white chamomile) as well as the poison tiles and blocking stones (molehills).



You will need the same number of Purple Poison tiles and Black Molehills, as there are players.

The grass pieces are put here after being shuffled face down, i.e., the white weed symbol should be face up when shuffling.

During the game the players take grass pieces or molehills from the compost heap or put them back here.

Laying out of the board - The Gardener

A player, selected by a roll of the dice, determines what the board layout should look like, i.e. how the gardens are laid out for all the players.

This player is the landscape architect - the Gardener - for the duration of the game preparation phase.

The Gardener's task is to select one of the predefined layouts or even to create one.

Note: The board layout must be the same for all players.

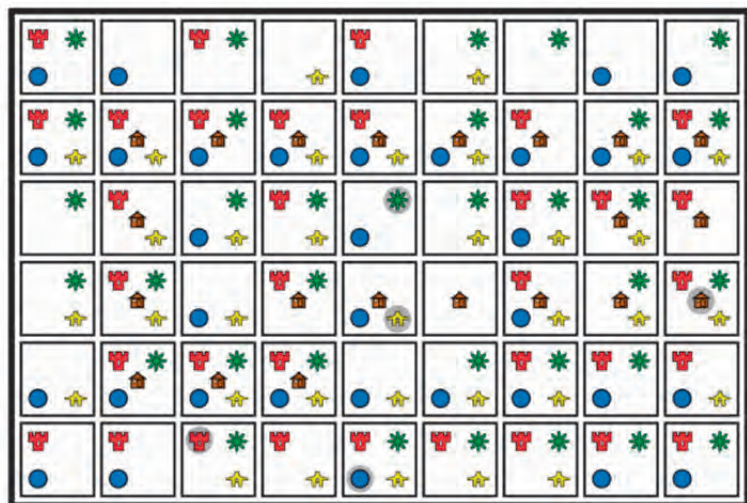
To create your own board layout see "Tips and Tricks - VI Create your own board layouts" on page 47.

For the first few games it is probably best to select one of the predefined board layouts.

Later, players will naturally come up with their own layouts: there are billions of possibilities!

Each garden is an area of 9 x 6 tile spaces.

The lawn will be laid in these spaces.



There are five different pre-defined board layouts.
Each of these layouts is marked by a layout symbol in the tile space.



<i>Board layout</i>	<i>Symbol</i>	<i>Level of Difficulty</i>
---------------------	---------------	----------------------------

Botanical Garden		high
------------------	--	------



Japanese Garden		high
-----------------	--	------



English Garden		medium
----------------	--	--------



Water Garden		low
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Allotment		low
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*Note: The Allotment layout is shorter than the others, fewer tiles are used.
When playing "The Garden Gnome Game" for the first time or for a quick game, this layout is a good one to use. In Allotment each player gets 15 grass pieces without action symbols and 5 with the action symbols – one each of Red Gnome, Yellow Lightning, Blue Cartwheel, Green Nettle, Black Mole, a total of 20 grass pieces.*

Each player (including the gardener) shuffles his lawn face down - the colourful weed symbol is face up when shuffling.

Thereafter, each grass piece is placed face down in the tile spaces in the player's garden that shows the layout symbol selected by the gardener.

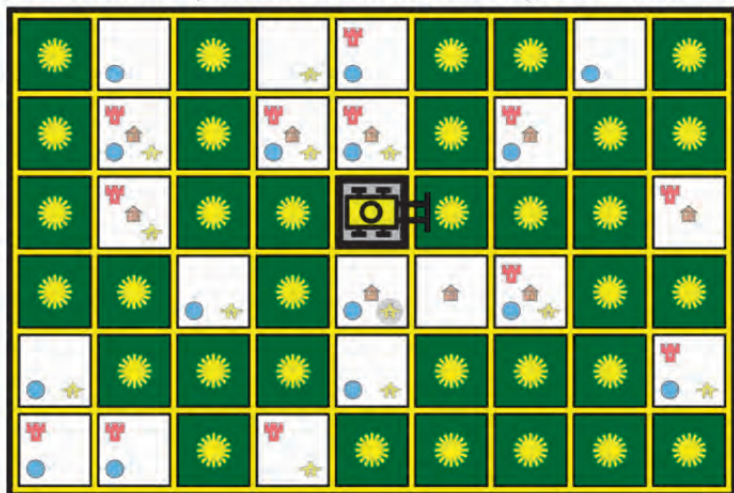
*Note: Of course players are not allowed to look at the face down grass pieces!
The board layout can change during the course of the game:
grass pieces can be replaced, newly created and removed.*

The grey starting tile is placed in the tile space where the layout symbol is highlighted with a grey dot.

When each player has completed their layout, each player's lawnmower is placed on their own grey starting tile.



Here as an example is the Botanical Garden layout for Dandelion.



When game preparation is complete, the gardener's job is over.

The player to the left of the gardener starts the game.

The Game Turn

A turn consists of:

Rolling the dice and moving the playing pieces (*Moving*) and (if necessary)

Turning over grass pieces (*Mowing*), and

Performing an action (*Gardening Task*):

The grass piece shows an action symbol

A blocking stone is on the grass piece

Rolling the dice and moving the playing pieces – Moving

The player whose turn it is throws the dice.

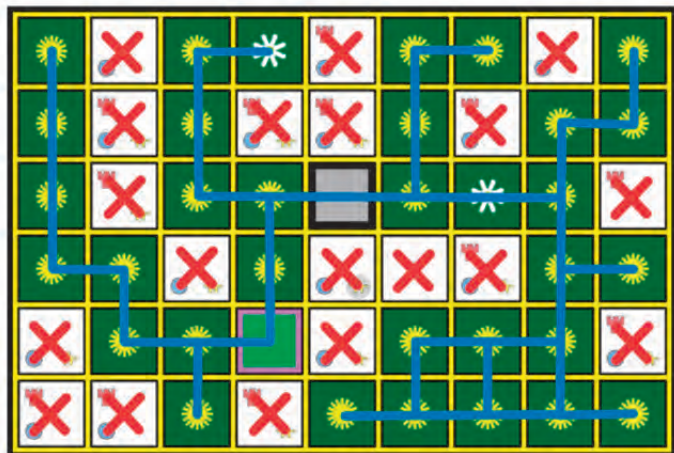
The player now moves his lawn mower along the grass layout vertically or horizontally by as many spaces as the number rolled.

Note: You do not get an extra throw for a six, as you do, for example, in Ludo and other games.

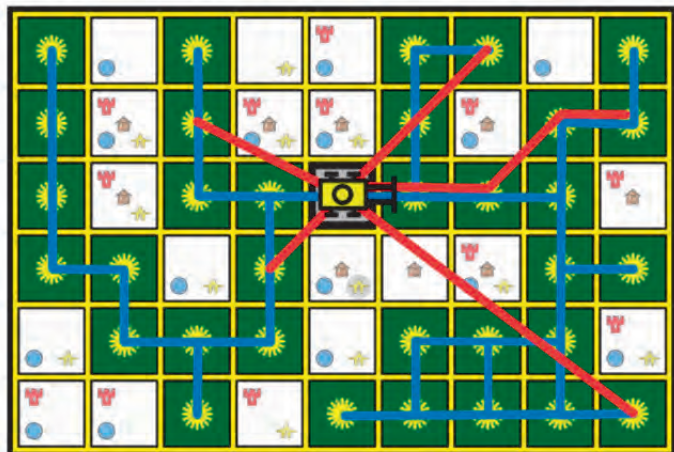
These six restrictions hinder movement:

- 1) The lawn mower may only move over grass pieces (also poisoned, newly created or replaced) as well as the starting tile.
- 2) Movement may only be horizontal or vertical. Moving diagonally and jumps are not permitted.
- 3) The spaces moved must be the exact number rolled.
- 4) It is forbidden to move over the same tile space more than once during a move. Circling around oneself is allowed.
- 5) No molehills (black blocking stones) may be passed. Removing a molehill is, however, allowed.
- 6) The lawn mower may not stop on a poisoned grass piece, but it may be passed.

1) The lawn mower may only move over grass pieces (also poisoned, newly created or replaced) as well as the starting tile.

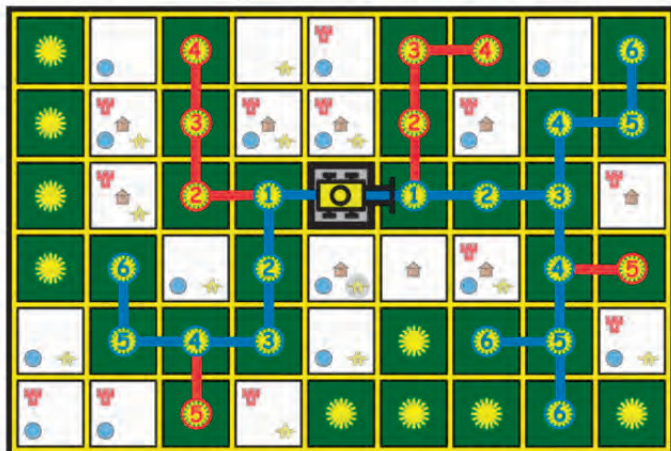


2) Only movement horizontally or vertically is possible. Moving diagonally and jumps are not permitted.

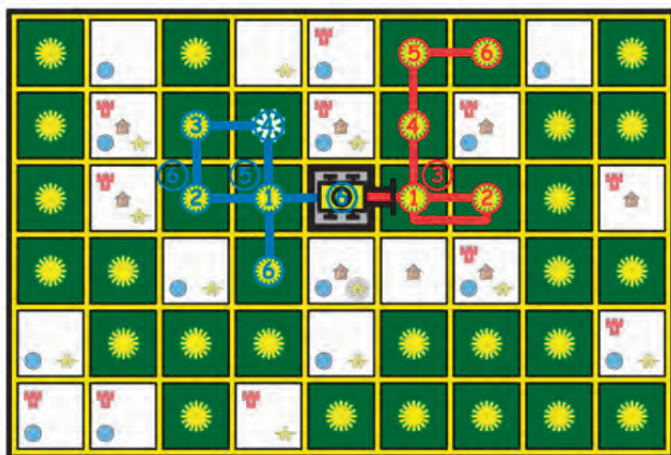


3) The spaces moved must be the exact number rolled.

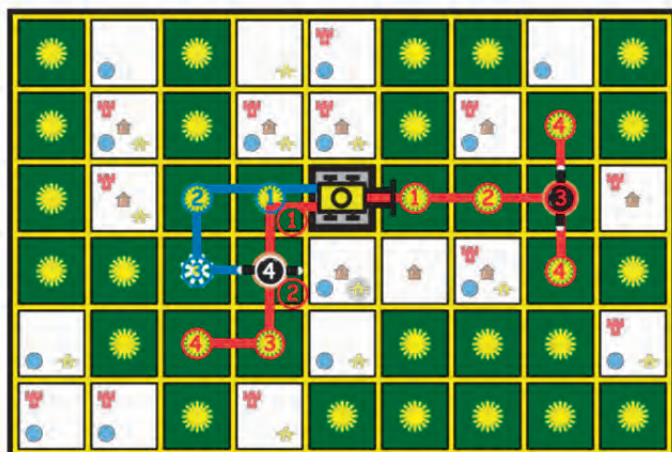
If a six is rolled - four possible moves are possible here.



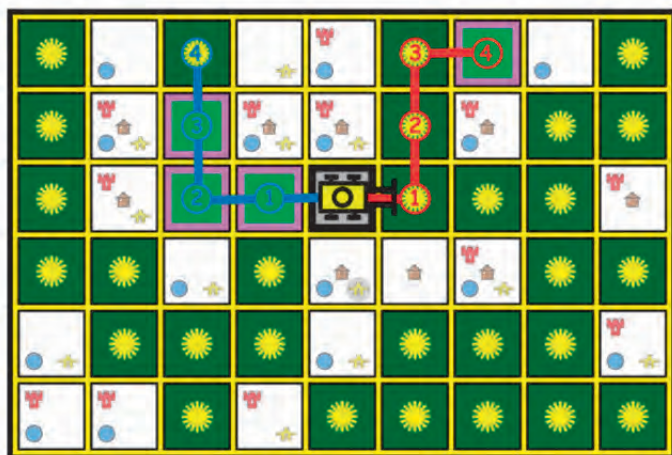
4) It is forbidden to move over the same tile space more than once during a move. Circling around oneself is allowed.



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Removing a molehill is, however, allowed.



6) The lawn mower may not stop on a poisoned grass piece, but it may be passed.

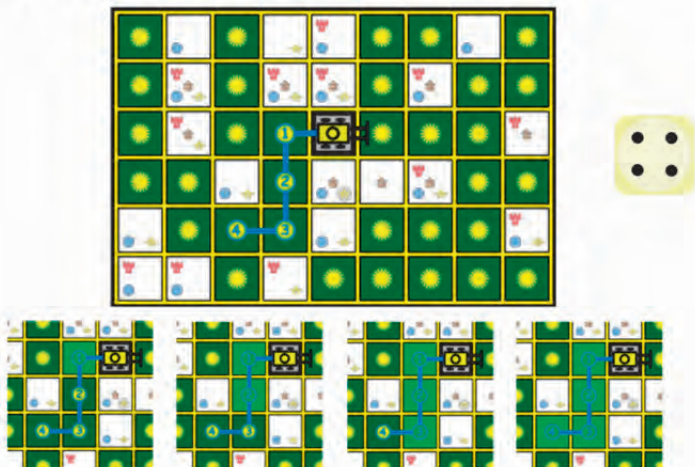


Turning over a grass piece - Mowing

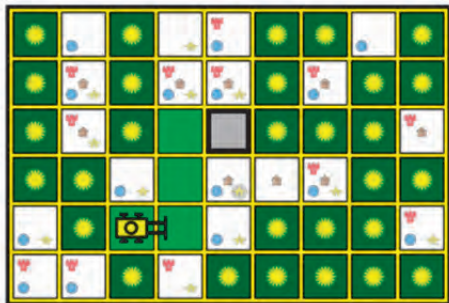
The lawn mower is moved along the chosen route from grass piece to grass piece.

When the player moves his lawnmower across a dark green grass piece with a weed symbol, it is immediately turned over to show it has been recently "mowed".

The light green side is now face up.

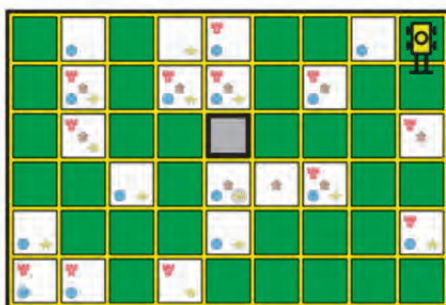
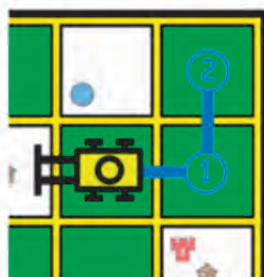
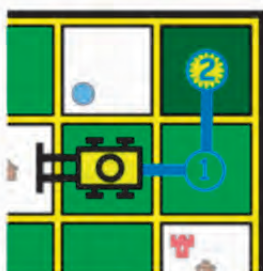
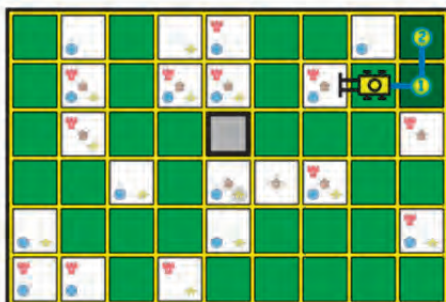


The lawn mower stays on the last grass piece it reaches.



If the player manages to “mow” the last dark green grass piece in his garden, the player has won and the game is over.

In the example below Dandelion rolls a two and wins the game.



Perform an action
The grass piece shows an action symbol
(Gardening Task)

Under the grass pieces, on the light green underside, there are coloured action symbols.

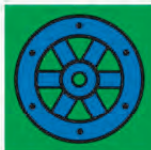
Each of these symbols represents a specific action that the player must carry out when his lawn mower comes to a stop on that grass piece.

The actions correspond to a Gardening Task.

There are eight action symbols:



*Red
Gnome*



*Blue
Cartwheel*



*Yellow
Lightning*



*Black
Mole*



*Green
Seedling*



*Orange
Spade*



*Purple
Poison*



*White
Sheep*

The first three actions must be performed by the player.
They only affect the player himself and his garden.
These are events to which the player must respond.



Red Gnome
The garden gnome is broken and needs to be immediately mended

Miss a turn



Blue Cartwheel
The lawn mower is revved up and needs another turn

**Roll the dice
and move again**



Yellow Lightning
It's raining - bring the mower to safety

**Go back to
the starting tile**

The following five actions may be performed by the player.
These actions also affect the other players' gardens.
They allow a player to prevent the other players mowing.



Black Mole
Remove molehills from the lawn

**The lawnmower is stuck
with a blocking stone**



Green Seedling
Rake the lawn and plant

**Create or replace
one grass piece**



Orange Spade
Dig up the lawn

**Remove
one grass piece**



Purple Poison
Free the lawn of pests

**Replace
one grass piece**



White Sheep
Fertilize the lawn and keep trimmed

**Turn over
a grass piece**

A detailed description of the action symbols can be found on page 24.

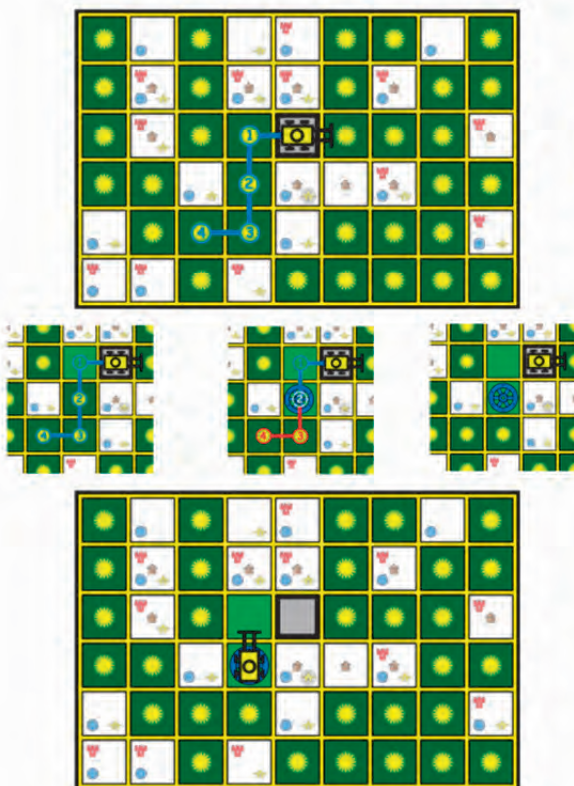
When the player mowing the lawn moves onto an action symbol, lawn mowing stops immediately.

Any moves remaining on the dice are lost.

The lawn mower stays on this grass piece.

The player must now perform the action represented by the symbol.

In the example below Dandelion rolls a four and uncovers the second grass piece with the "Blue Cartwheel".



*The action for the "Blue Cartwheel" symbol is:
"roll the dice and move again".*

The action must also be performed when, with the last move of the number rolled with the dice, the lawn mower lands on an already face up (mowed) grass piece that has a symbol.

In the example, Dandelion throws a three.

He now has four different ways he can go: He can (mow) reveal another piece of grass or move onto the "Red Garden Gnome" (action ,miss a turn'), or onto the "Yellow Lightning" (action ,go back to the starting tile') or move onto the "Blue Cartwheel". Of these possibilities he chooses to move onto the "Blue Cartwheel" and can roll the dice once more.



An uncovered (mowed) grass piece with an action symbol can always be re-used for gardening!

Gardening (action) is not performed if the piece that has just been mowed is the last remaining dark green grass piece.

Example: The last grass piece to be mowed (uncovered) has the Red Gnome on it: In this case, the player does not have to "miss a turn". He has won the game.

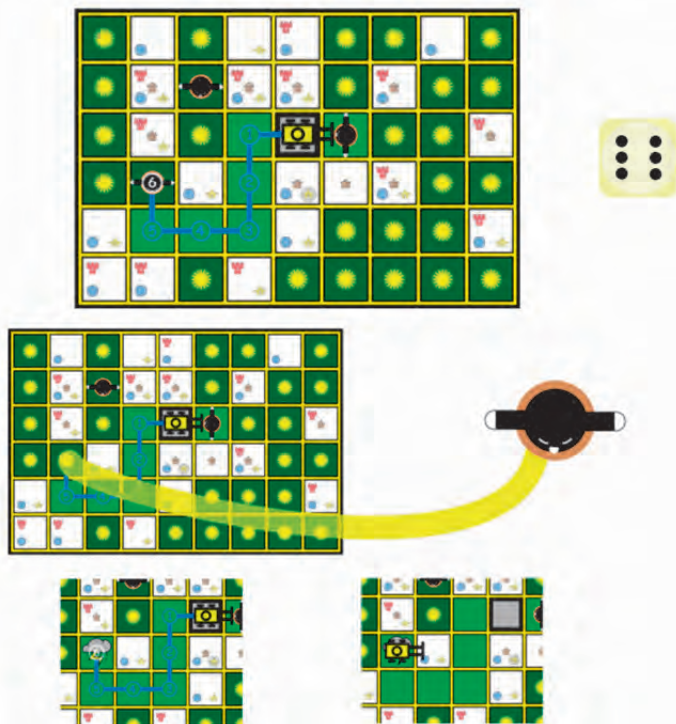
*Perform an action –
There is a blocking stone on the grass piece
(Gardening Task "Remove Molehill")*

Should the player come across a molehill with his lawnmower, i.e. the dice throw brings the lawnmower exactly to the grass piece with a black blocking stone, and he removes it from the garden.

If the grass piece that had the molehill is not mowed, the player turns it over now.

He puts the mower on the grass piece where the molehill had been.

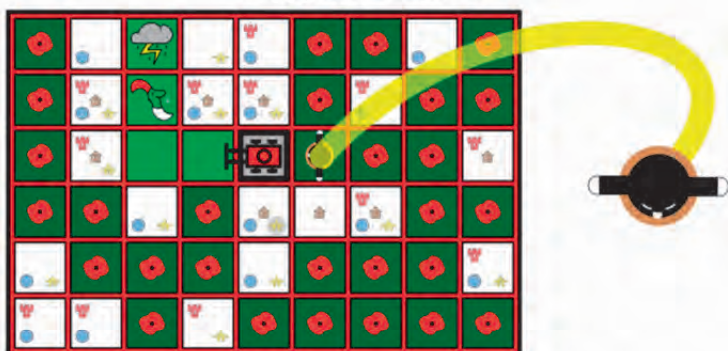
In the example Dandelion rolls a six and hits a molehill.



The molehill must immediately either be put on to another grass piece - unoccupied by a lawnmower or another molehill - in any of the gardens (your own or another player's), or put back in the compost heap with the other molehills.

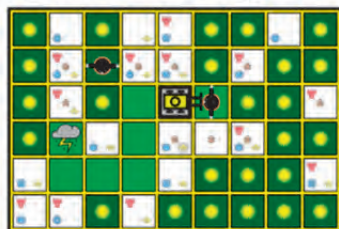
Note: The rules for the action symbol "Black Mole" apply here (see page 28).

In the example Dandelion blocks Poppy with a molehill.



When the grass piece with the molehill is turned to reveal an action symbol too, the appropriate action must be performed as well.

In the example, Dandelion must go back to the starting tile.



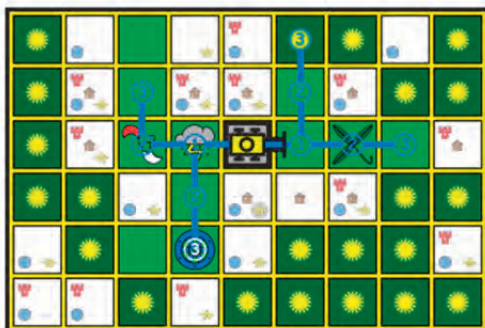
The player first places the molehill, and then performs the action.

Note: If the action symbol is the "Black Mole", the player has two blocking stones that he can use; the one he has just removed and the other because of the action symbol, that he can take from the compost heap or from any player's garden!

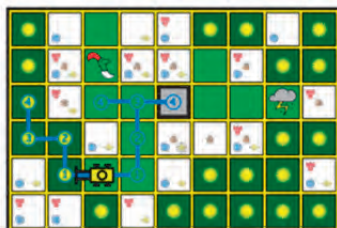
The grass piece without an action symbol, the starting tile and the poisoned grass piece

The lawn mower moves across already mowed grass pieces (light green) normally, regardless of whether they have an action symbol or not.

Note: When a player lands exactly on a grass piece with an action symbol, he must perform the appropriate action, as described above.



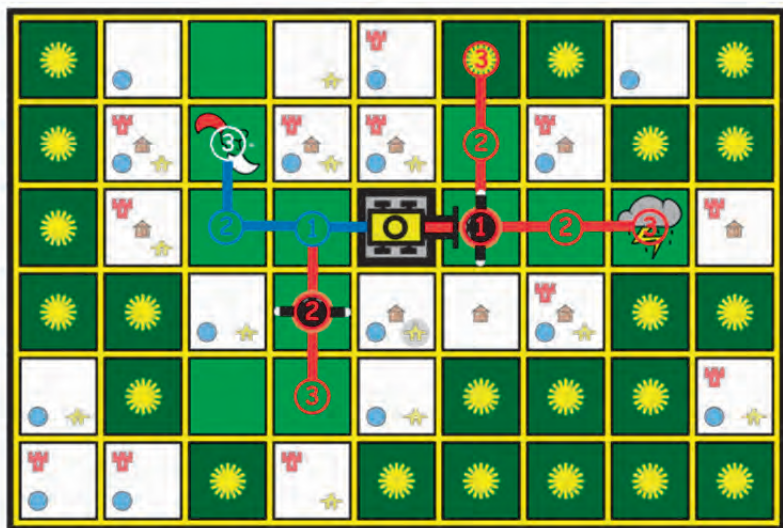
The grey starting tile is treated like a mowed (light green) grass piece without an action symbol.



Tight spots

In a tight spot, the player must whenever possible, move.

In the example, Dandelion rolls a three. There is only one way to move according to the rules. The other paths are forbidden because they are blocked by molehills. Dandelion must, therefore, move onto the grass piece with the "Red Gnome" and miss a turn!



Play moves around the table in a clockwise direction.

The Action Symbols

The Red Garden Gnome



The garden gnome has been run over and got broken.
Now it must be mended.

Miss a turn!

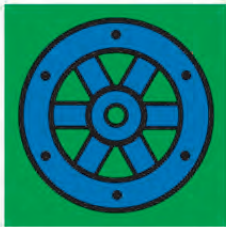
The only symbol that always has a negative effect on a player no matter what the layout.

As a rule it is usually better if this symbol is revealed early on.

Towards the end of the game, most of the players have the chance to win the game within one or two moves.

At that time it's not very nice if the red gnome is only revealed at this late stage of the game and you have to miss a turn.

The Blue Cartwheel



The wagon wheel brings new momentum -
the petrol lawnmower revs its engine!

Roll the dice again!

The only symbol that is beneficial no matter which board layout.

Rolling the dice again means more lawns mowed.

The cartwheel is often seen purely as an ornament in gardens.

The six spokes and black dots are reminiscent of the six faces of
the dice.

The cartwheel represents movement, progress.

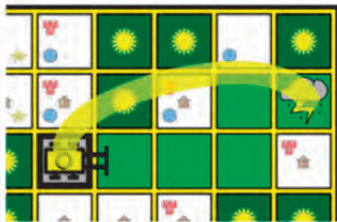
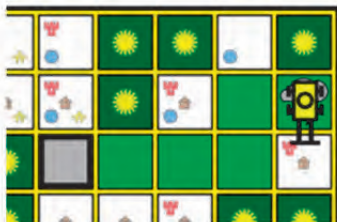
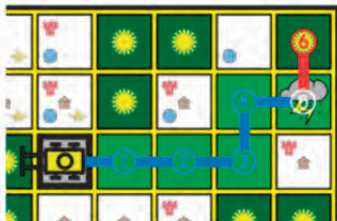
Yellow Lightning



A Storm! The lawn is getting soft. The lawnmower may sink and get wet. The player has to go back to the starting tile.

Back to start, back to the grey starting tile!

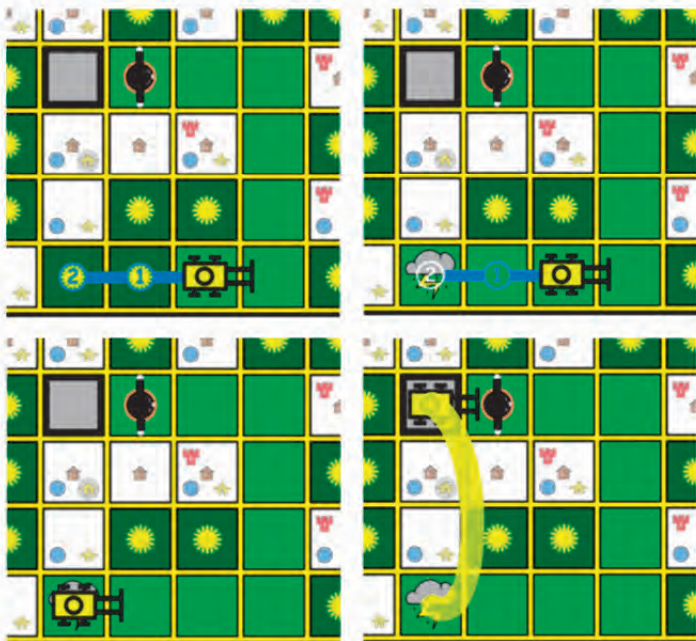
Put the lawnmower on the grey starting tile.



As a rule it is not advantageous to have to go back to the starting tile.

However, there are some situations where it is very helpful to go back to the start, e.g. when perhaps the last grass pieces to be mowed are near there.

The lawnmower must always be moved back to the starting tile! It does not matter whether the "route back" is blocked by molehills or is longer than six grass pieces.

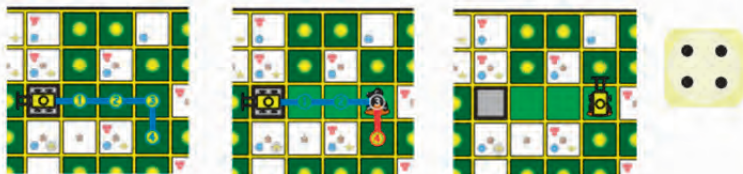


The Black Mole



Makes lawn mowing impossible for your neighbour.
Over the fence with it!

Stop a lawn mower with a blocking stone!



Take a molehill (blocking stone) from
the compost heap

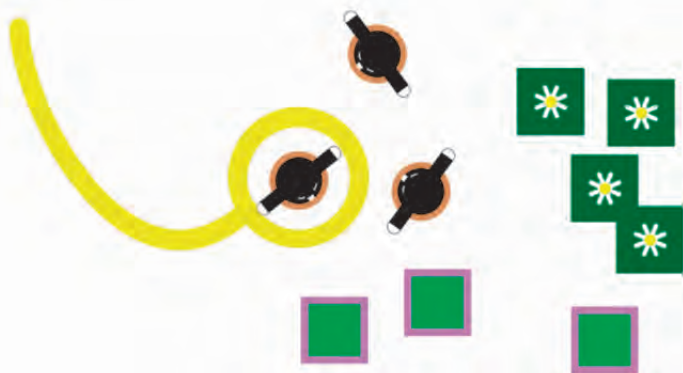


or from any garden



and either: a) place it in any garden on any grass piece
or b) put it back in the compost heap.

b) back in the compost heap.



Blocking is a powerful action.

Sometimes it can take a long time for a player to clear the molehill.

But you should be careful when playing with just two players not to use the blocking stones too much.

This can often backfire: because who else will your neighbour block, there's only you?

If all the blocking stones are on the compost heap and a player doesn't want to use a blocking stone, the player can, of course, choose not to perform the action and it is now the other player's turn.

These rules also apply when clearing blocking stones i.e. the molehill: clearing means removing them.

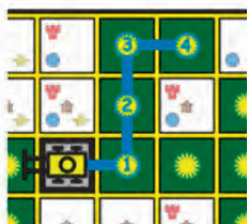
Note: If a blocking stone is on the action symbol "Black Mole", the player has two blocking stones that he can use: the one he has just removed, the other from the action symbol, that he can take from the compost heap or any garden!

The Green Seedling



Weeds shall not pass!

Create or replace a grass piece!



a) Creating a grass piece: take a face down grass piece from the compost heap and place it face down on any grass piece (even poisoned) in any garden you wish or even on the starting tile.

Or

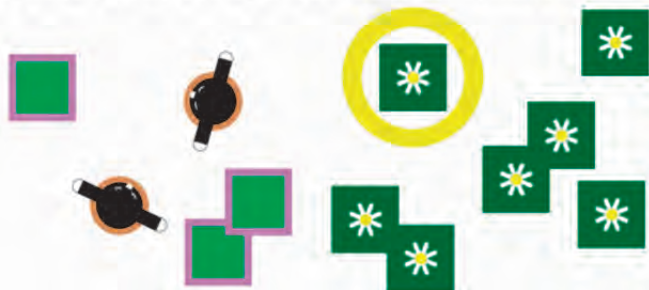
b) Replace a grass piece: take a face down grass piece from the compost heap and replace any grass piece (that has not been "mowed" and turned over) in any garden you wish.

There cannot be a lawnmower or molehill on the grass piece to be replaced.

A poisoned grass piece cannot be replaced: no grass will grow where poison has been sprayed!

The starting tile cannot be replaced.

The replaced grass piece is put back (face down) into the game box.



This symbol is for patches of white camomile weeds that spread into the players' gardens.

These camomile weed tiles are treated just like weed tiles!

They can be used to set up or close blockages and create safe areas.

And of course you should also plant it on a grass piece in the far corner of the neighbour's garden, so he may have to do another lap of honour.

In the example, player Dandelion puts the new camomile grass piece in his own garden.

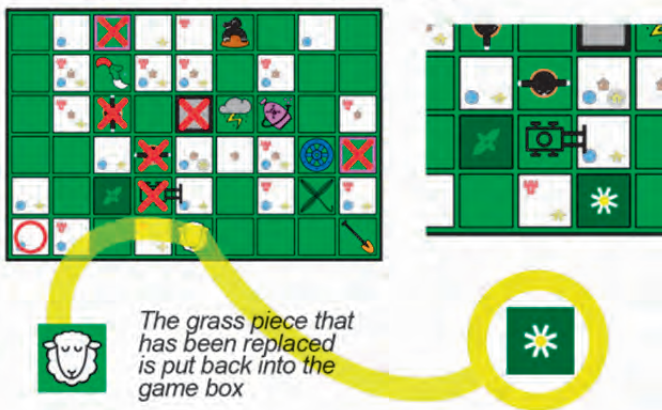
By doing this he combines two dead ends and also creates a safe area: at least four interconnected tiles.



In this example player Dandelion prevents Nettle from winning with the next roll of the dice (no matter what Nettle rolls, he will mow the last grass piece).

Dandelion puts the new weed tile as far away from Nettle's lawnmower as possible.

In this example he replaced the White Sheep.



The grass piece that has been replaced is put back into the game box

Weed tiles may not be placed on the grass pieces indicated by ○, since the new grass piece is not adjacent to any other tiles and so could not be reached by the lawnmower.

The pieces marked with X may not be placed with weed tiles!

Remove any grass piece (even one that's poisoned; must not have been "mowed", i.e. turned face up) from any garden.

The grass piece may not have a lawnmower or molehill on it.

The starting tile may not be removed.

A grass piece that is removed is put back into the game box.

A poisoned grass piece that is removed is placed with the other poisoned grass pieces in the compost heap.

When removing a grass piece from a garden, you are not allowed to create any "islands". The lawnmower must be able to reach all the other grass pieces from the starting tile.

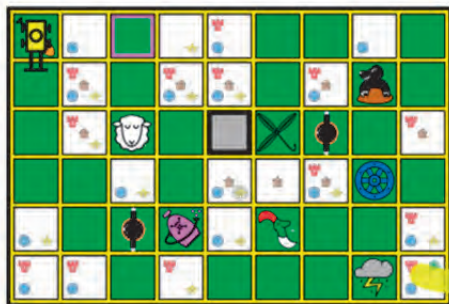
Using the Orange Spade symbol can help you win the game: dig out your last dark green grass piece!

Note: For more about "islands" see "Tips and Tricks - VI Creating your own board layouts" on page 47.

In the example, Dandelion rolls a two and reveals the Oranges Spade.

Dandelion wins the game by digging out the last grass piece that is not mowed.

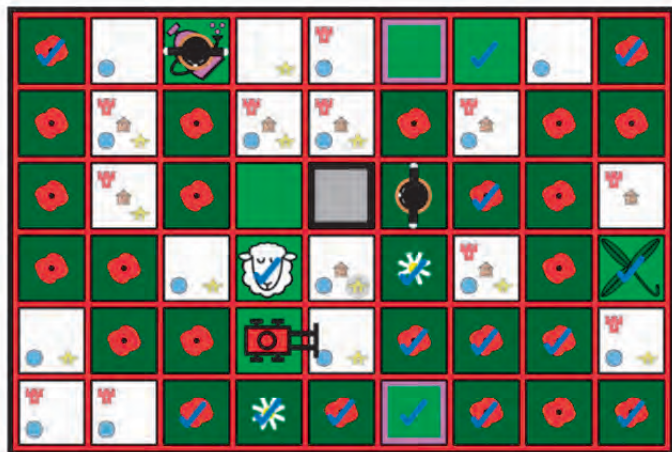
This move is allowed because it doesn't create any "islands".



The grass piece removed is put back into the game box.

In the example a grass piece indicated by  is removable from Poppy's garden.

The removal of this grass piece doesn't cause the creation of any "islands": all the grass pieces are connected, i.e. you can get to every grass piece from the starting tile.



Take a poison grass piece from the compost heap and exchange it for a grass piece (it must not have been "mowed", i.e. turned face up) from any garden.

The grass piece may not have a lawnmower or molehill on it.

The starting tile may not be replaced.

The grass piece that is replaced is put back into the game box.

With the help of this symbol you can win the game:
poison your last dark green grass piece!

Note: This action is dependent on the supply of the poison tiles.

If there are no poison tiles in the compost heap, players cannot use poison.

In the example, Dandelion has rolled a two and is landed on the action symbol Purple Poison.

He replaces his last weed tile for a poison tile from the compost heap and wins the game.

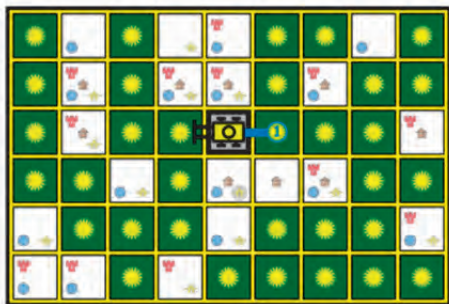


The White Sheep



Looking after your lawn the natural way:
it eats and fertilizes at the same time!

Turn over a grass piece.



Turn over any grass piece (not a poisoned grass piece as the sheep would be sick!) in any garden.

The grass piece may not have a lawnmower or molehill on it.

The starting tile may not be replaced.

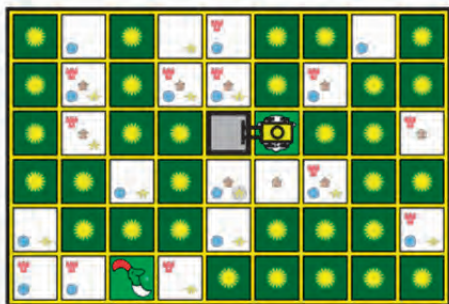
To illustrate the action: if after turning over the grass piece the light green underside is now visible, it means the sheep has been vigorously eating the grass.

However, if it shows the dark green upper side, the sheep has been fertilizing the grass piece a lot.

It does not matter whether the grass piece you turn over has an action symbol. In this instance no action is taken because your own lawnmower is not even there!

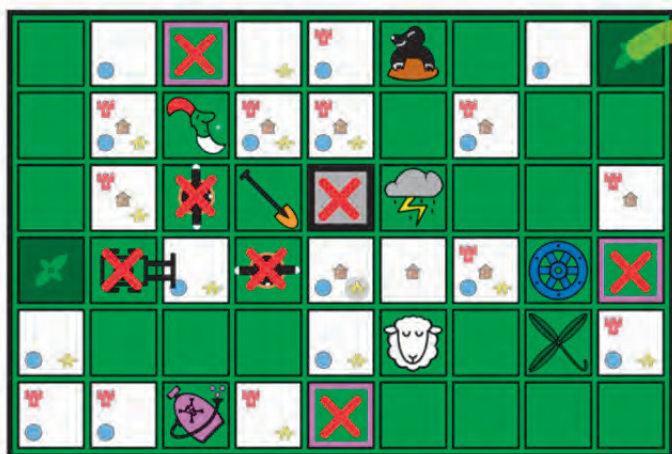
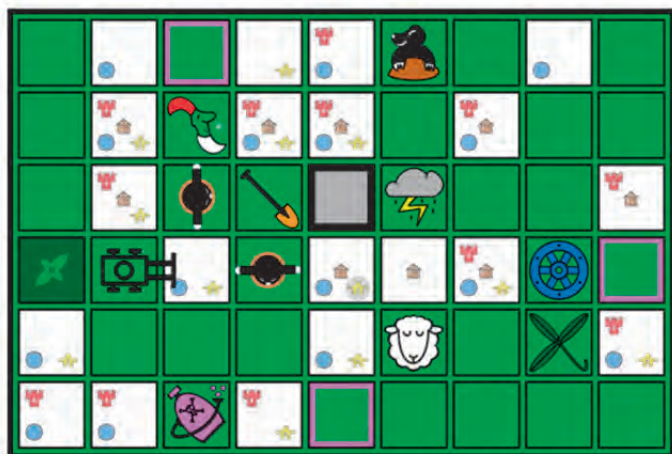
With the help of this symbol you can win the game:
turn over your last dark green grass piece!

In the example Dandelion has rolled a one to reveal the White Sheep. He turns over the grass piece on the bottom left, because it is difficult to mow (dead end).



*Dandelion has made a good choice:
he has uncovered the Red Gnome.
The Red Gnome will not cause him trouble anymore.
He does not need to miss a turn because his lawn mower is not there, so the Red Gnome didn't get broken.*

Here, Dandelion makes it difficult for Nettle to win, by turning over one of the grass pieces he has already „mowed“.



The tiles marked with **X** may not be turned over!

Tips and Tricks

"The Garden Gnome Game" can be played quite strategically and tactically even though the dice is used in the game. Here are a few tips and tricks.

I) Dead-ends and Safe Areas

A) Avoid dead-ends in your garden!

Dead-ends are stretches of lawn that are really hard to mow. They are dangerous because there is only one path that leads back to the other tiles. Once this route is blocked by a molehill, it may take a long time for you to get back out of there.

So try to link any dead-ends. All you have to do is land on the Green Seedling symbol and then you can create new grass pieces and remove the dead-ends.

Short dead-ends that are only made up of one tile can be poisoned by Purple Poison or dug up with the Orange Spade.

B) Set up dead-ends in another player's garden!

Use every opportunity to hinder the other players by creating dead-ends with the Green Seedling symbol!

Dig out gaps in the other players' garden with the Orange Spade to create dead-ends.

Remember, you are not allowed to create any "islands" (see "VI) Create your own board layouts").

C) Create Safe Areas!

Would you like to use a symbol over and over? For example, the Green Seedling, the Black Mole or the Blue Cartwheel. By using the Green Seedling symbol you can place the desired symbol on new grass pieces in such a way that you create a larger area – that means placing the tiles in your own garden. By doing this you can move onto symbol tiles more easily and the symbol tiles are less disturbed by molehills. Extremely useful is to have the Blue Cartwheel symbol in this safe area. Even if you do not get all the symbol tiles you want, you can move safely onto the Blue Cartwheel, which means you can roll again and possibly get onto the Green Seedling or the Black Mole again.

II) Molehills

A) Place molehills so they cause extra damage!

Block the other players in a dead end with a molehill. Putting molehills in the other players' gardens wherever possible on grass pieces with the Red Gnome or Yellow Lightning symbol. When a player clears the molehill he can immediately place the molehill somewhere else (in most cases it will then be directed against you), but then has to miss a turn and return to the starting tile, where possibly worse things are waiting.

B) Make sure you get important symbol tiles!

Grass pieces can only be replaced (Green Seedling, Purple Poison) or removed (Orange Spade), when there is a lawn mower or a molehill on them. If you do not want your grass piece with the symbols Green Seedling, Black Mole or Blue Cartwheel to be replaced, place a molehill on this grass piece as long as blocking another player would not achieve much and provided the molehill is not in your way.

Conversely, you can stop another winning:

Nettle cannot turn over, poison or dig up the last grass piece, because Poppy has put a molehill on it.

III) Symbol Tiles

A) Grab important symbol tiles from other players (Green Seedling) or poison them (Purple Poison)!

Do, however, be careful when replacing a tile! The new tile could be a good one!

B) Reactivate Symbol Tiles!

Using the White Sheep can be an elegant and less dangerous method for this. As explained about the Black Molehill above: you can force the uncovering of a symbol tile.

Then you just have to turn over an open symbol tile. When you land on such a tile, it must be immediately turned over. This triggers the appropriate action.

In another player's garden turn Yellow Lightning over.

Then, when the player moves onto the grass piece and mows there, he will have to stop and perform the action, which means he goes back to the starting tile.

Or turn over the Red Gnome. The other player will have missed a turn, if he passes that way.

Conversely, in your own garden turn over grass pieces with the "good" symbols: Blue Cartwheel, Green Seedlings, Black Mole, Orange Spade and Purple Poison. Then there is no need to worry about the dice roll.

But beware! Too much turning over (hiding), can also prevent you from winning the game!

IV) Neighbourly help!

Make an alliance with another player. Help the weakest, the least dangerous, so that even the player in the lead can be stopped.

Free the player trapped by a molehill.

But be careful! Never let a player get too strong!

V) How to win the game without any mowing!

Grass pieces that you dig up using the Orange Spade no longer have to be mowed, of course.

The same also applies to Purple Poison: poisoned grass pieces no longer have to be mowed!

And then the White Sheep can eat your last grass piece!

VI Create your own board layouts

The 5 pre-prepared board layouts are only intended as a starting point: they are there to help you create your own board layouts.

After a few games you will soon want to create your own board layouts.

And there are billions of possibilities!

You do not have to use all 33 weed tiles. Create shorter layouts if you want to have a quick game. You can also use fewer tiles with action symbols.

The "Allotment" board layout is a good example of this.

Things to consider when creating a board layout are:

- 1) There must be a starting tile. The lawn mower starts here and will return here when the "Yellow Lightning" symbol is revealed.
- 2) There must be no "islands", i.e. the lawnmower must be able to reach all the other grass pieces according to the rules from the starting tile (See "Rolling dice and moving the playing pieces" - rules 1 & 2).

Of course, also applicable here: all players must have exactly the same board layout.

Note: The board layout can be a complete mirror or reversed image!

VII) Playing without dice

The Garden Gnome Game can be played without dice.

The player whose turn it is, decides how many spaces he wishes to move his lawnmower: this must be at least one space, but no more than 6 spaces.

The rules of the game are otherwise as described above.

The following restriction applies to the Blue Cartwheel:

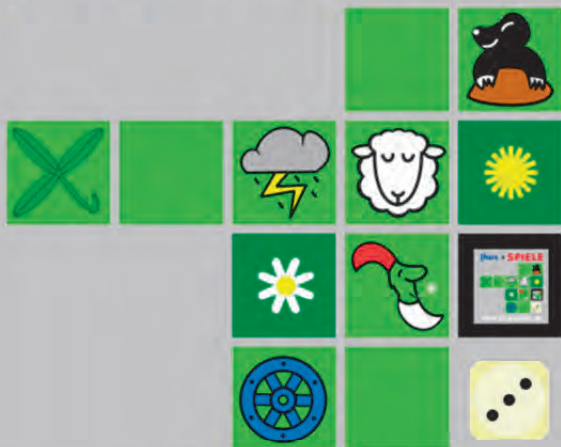
during a turn a player is only allowed to land once on a grass piece with this action symbol.

This rule is to prevent a player blocking the game by rolling over and over again.

(This can happen when the grass piece with the Blue Cartwheel action symbol makes up a safe area with other tiles: the lawnmower can move in circles.)

If a player has more than one Blue Cartwheel in his garden, this restriction applies to each one of the action symbols: this means that each of these grass pieces may only be occupied once per turn.

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CAUTION!

*This game is not suitable for
children under 4 years, as it contains small parts
that could be swallowed.*

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