

75 Gnome Street

RULEBOOK

Behind its peaceful façade, the garden of 75 Gnom' Street is actually the battleground for several gangs of garden gnomes! Burglaries and the sale of stolen goods are their daily life, unknown to the owner of the place.

After years and years of greed, the gnomes have turned one against another. Their goal: Finding the loot hidden by the opposing gangs.

Choose your side and prepare to fight! At the end of the day, only one gang will remain at 75 Gnom' Street!



COMPONENTS

1 GAME BOARD



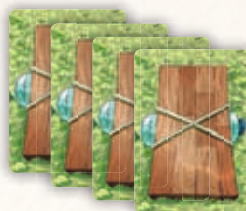
60 CARDS



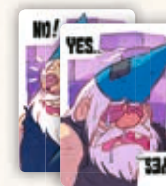
32 gnome cards



16 loot cards



4 catapult cards



8 interrogation cards

12 MINIATURES



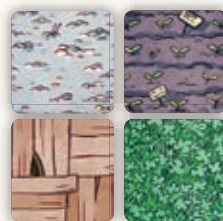
x3

x3

x3

x3

37 TOKENS



4 terrain tokens



4 action tokens



4 gnome tokens

1 INVESTIGATION BOOKLET



1 cat token



16 mole tokens



8 bait tokens

SET UP

1. Place the board in the middle of the table, visible and accessible to every player.

2. Place the Terrain tokens and Action tokens face up on the matching spaces.

3. Each player chooses a Gang and takes the game pieces of its color:

- 8 Gnome cards to form their hand
- 2 Interrogation cards
- 1 Catapult card
- 1 Gnome token
- 2 Bait tokens
- 3 Mole tokens for a 3-player game
OR 4 Mole tokens for a 4-player game
- 3 Miniatures
- 1 Investigation sheet and 1 pen.

4. Each player folds their Investigation sheet so their information can't be seen by the other players. Write down the name of each player under a different map of the garden.

5. Shuffle the Loot cards and give one to each player, face down. Each player discretely checks their card and places it nearby, face down. The other Loot cards can be put back in the box.



AIM OF THE GAME

Fight the opposing gangs, investigate, and be the quickest to collect their loot to gain as many victory points as possible.

HOW TO PLAY

A game lasts maximum nine turns. Each turn is divided into a Fighting Phase and an Investigation Phase, where players try to get their opponents' Loot.

1. FIGHTING PHASE

Each player chooses 1 Gnome card from their hand, and places it face down on the table.

When all players are ready, they simultaneously turn their Gnome card face up and establish the ranking: the player who played the Gnome with the highest value places his Gnome token on location "1" on the game board, and so on, until the last player, who places their Gnome token in the "Loser" space.



The used cards are put in a "Cemetery", next to their owner. As the game goes on, these cards are placed one above the other, without hiding their Values.

Be careful: You will only get your 8 cards back after one of the players has no cards in hand at the end of a turn.

Each card tells us the following :

The value of your Gnome

The way your Gnome will answer questions: silently with the Interrogation cards or out loud.

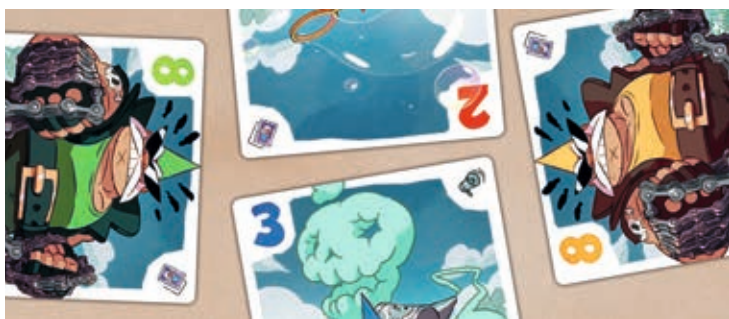


The Ability of your Gnome, which can be used this turn.

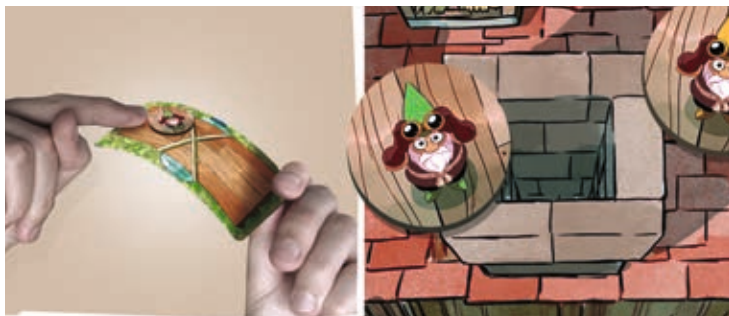
IN CASE OF A TIE: GNOME THROW!

If 2 or more players play Gnomes with the same value, the value of their Gnomes is reduced to zero, leaving their place open to players who played a Gnome card with a lower value. The tie is broken by a Gnome Throw.

Here, two players both played value 8 gnomes. The first in the ranking is the one who played the 3, followed by the 2. The players who played the 8's have to make a Gnome Throw.



When a player must make a Gnome Throw, they take their Catapult card and place their Gnome token on it. By bending and then releasing the Catapult card, they launch their Gnome token, trying to get it as close to the Chimney on the game board as possible. The player who gets their token closest to the Chimney wins the Gnome Throw.



If both remaining players had played a 3 value Gnome, all four players would have to decide their ranking with a Gnome Throw.

2. INVESTIGATION PHASE

In ranking order, each player will take the following 3 actions:

TAKE TWO TOKENS TO HELP YOUR INVESTIGATION. *(All the players)*

The player takes 1 Terrain token and 1 Action token from those available and places them in front of them.

Be careful: The lower rank a player gets, the fewer choices they'll have.

Important : The loser (the player whose Gnome card ranked last) also takes a Terrain token and an Action token, but they can't interrogate another player!

PLACE A MINIATURE IN THE GARDEN. *(All the players)*

The player places 1 Miniature from their supply in a space that matches the Terrain token they just chose.

If a matching space is already occupied by a Miniature placed on a previous turn, the player may choose to kick it out: the other Miniature is returned to its owner, who may use it again on their turn, if possible.

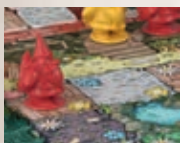
Important : A player cannot kick out a Miniature that was placed earlier in the same turn by a player with a better ranking! If a player has no Miniatures left in their supply, they must move a Miniature already on the board. No Miniatures can go on the Pond spaces.



INTERROGATING THE OPPONENTS...

(everyone but the loser)

After placing a Miniature, the player starts their interrogation following these steps:



The player always asks their question from the space where they put their Miniature this turn..



The player can interrogate any one player that is lower in the ranking than they are, **but never a player that is ranked before them**. The last player can't interrogate anyone (unless a power allows that) !



The player interrogates an opponent by asking the type of question shown on the Action token they chose.



If the interrogated player played a Gnome card with the cards symbol, they answer using their Interrogation cards, so only the interrogating player knows the answer.



If the interrogated player played a Gnome card with the megaphone symbol, they are a blabbermouth: the player has to answer out loud, so all players will hear.

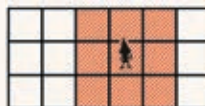


Players should take care making notes on their Investigation sheet. **We recommend that you work by elimination, crossing out locations where you are sure you'll find nothing.**

The player asks questions according to his Action Token:



Area: "Is your Loot in the same area as my Gnome?"



The player must answer "yes" if their Loot is in the same space as the Miniature just placed or one of the 8 spaces around it.



Line of Sight: "Is your Loot in the same line as my Gnome?"



The player must answer "yes" if their Loot is in the same row (vertical or horizontal) as the Miniature just placed. Other game pieces do not block line of sight.



Flower: "Is your Loot in a cell with a flower of this color?"



The interrogator can only ask about one color of flowers that are on the space where they just placed their Miniature. The other player must answer "yes" if the space with their Loot has a flower of the same color.

INTERROGATION EXAMPLE:

Nick interrogates Matt to find out if his Loot is under a blue flower. Matt checks his Loot card. The Gnome card he played has the cards symbol, so he takes his “yes” Interrogation card and hands it, face down, to Nick, who checks it and gives it back. Nick records this information on his Investigation sheet.

... OR MOVE THE CAT. (All the players)



If the player took the Cat Action token, they place the Cat token on the space of their choice. If the Cat token is already on the board, they move the Cat token 1 space instead. When the cat is placed or moves to a space with a miniature, the latter goes back to its owner.

3. FINDING AN OPPOSING LOOT !

After taking their actions, the player may place a Mole token in an attempt to find any Loot hidden under that space, or attempt to bluff by placing a Bait token to lead the other players the wrong way.

To place one or two tokens, the player has to discard one Gnome card of his choice from his hand. When a player discards a card to place token(s), he puts it on the table face up with the other cards he already played.

The player may also decide not to place any token. Once a token has been placed, it cannot be removed.

Important: A player can only place a Mole or Bait token face down and in a space occupied by one of their Miniatures. It doesn't matter what their Terrain token shows.

If their Miniature is on a space that already has a token, they put it on top to create a stack. The order of the tokens in the stack will be important for counting the points!

If a player has no Gnome cards in his hand during his turn, he still can place 1 or 2 tokens freely.



Place a Mole token face down in a space occupied by one of your Miniatures if you think there is Loot under it. Be careful: your Mole tokens are limited.



Place a Bait token face down in a space occupied by one of your Miniatures if you want to mess with your opponents. If a Bait token is placed on a space that actually has Loot, the Bait token is cancelled. Be careful: Baits are also limited in number.

Important: Every Gnome has an Ability: don't forget to use it!



The Gnome card n°7 doesn't allow the player to place an additional token. Its ability is only effective for one token. The player can place a token on a free space (or occupied by the cat) adjacent to one of his miniatures. However, the second token has to be placed on a cell where one of his Gnomes stands.

END OF THE TURN

Once every player has taken all their actions, the Action and Terrain tokens are put back in the spaces and a new turn begins.



THE END OF THE GAME

At the beginning of a new turn, if one player has no Gnome Cards in hand, all players take back their discarded cards and the last turn can begin! Each player will play one last card from the 8 they have in hand. Once this turn is over, the game ends and the players count their victory points.

VICTORY POINTS

Each player uses their Investigation sheet to record their victory points.



THE MINIATURES : A player gets 1 point for each Miniature they have in the garden, and minus 1 point if they don't have a single Miniature in the garden.



THE LOOTS : Each player shows their Loot card. The tokens placed on each space where there is Loot are revealed in the order they were stacked in: the first player to place a Mole token on that space gets 5 points, the second gets 4 points, and any other players get 3 points. If there is a Bait token, it doesn't score anything. If a player put 2 Mole tokens on the same Loot space, only the one awarding the most points counts. Players do not get points by placing tokens on their own Loot.



THE BAITS : Reveal space by space all the other tokens in the garden, taking care to keep their stacking order. If the first token on a space is a Bait, its owner gets points equal to the number of Mole tokens stacked on top of it. If another Bait token is in the stack, it's not worth any points.

The player with the most victory points wins the game, and becomes the new Boss Gnome —the new king of the garden at 75 Gnom' Street.

In case of a draw, the tied players must compete in a final Gnome Throw—best of three wins!



RULES FOR 2 PLAYERS

SET UP



Place the board in the middle of the table. Place the Terrain tokens and Action tokens face up in their spaces.

Each player chooses a Gang and takes the 8 Gnome cards, the Catapult, the Gnome token, 1 Mole token, and 3 Miniatures.

The Bait tokens, the other Mole tokens, and the Interrogation cards are put back in the box.

Shuffle the Loot cards. Each player takes one, looks at it, and puts it face down next to themselves.

Each player folds their Investigation sheet so their information can't be seen by the other player.

PROGRESS OF A GAME OF 2 PLAYERS

A 2 players game plays in 2 winning sets. The steps of a turn are the same as the basic game, but the players only return the Terrain and Action tokens after they have all been used.

At 2 players, the losing player of a fight is the loser and can't interrogate the other player even if he has to take an action token (unless power).

Important : during a 2 players game, you won't have to discard a card to place a Mole token. When you have no card in hand at the end of a turn, take back all your gnom cards.

EXAMPLE

Nick wins the duel, takes the "Grass" Terrain token and the "Line of Sight" token. He places his Miniature and Interrogates his opponent, recording the information on his Investigation sheet. He decides not to place his Mole token. Matt, the Loser, takes the "Wood" Terrain token and the "Area" token. He places his Miniatures, but can't play his Action since he can't interrogate his opponent. He doesn't place a Mole token. On the following turn, Matt wins the duel. He takes the "Gravel" token and the "Flower" action. Nick takes the remaining Terrain token and the Cat, which he will play to move the Cat and kick out a Miniature. Then, all 8 tokens are returned to their spaces.

END OF A SET

When one of the players places their Mole tokens, the set is over. If they found their opponent's Loot, they win the set. If not, their opponent wins it.

A new set will play just like the previous one, distribute a new loot card to both players and take back your gnom cards. It starts again!

END OF THE GAME

The first player to win 2 sets wins the game!

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Seb.



75 Bd d'Armentières, 59100 Roubaix.

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RULES SUMMARY

1. FIGHTING PHASE

Play a Gnome card face down. When all players are ready, reveal them, compare their values, and place Gnome tokens on the board depending on their ranking. Resolve ties with a Gnome Throw! Tied players go last.

2. INTERROGATION PHASE

In ranking order, each player takes the following actions:

- Take 1 Terrain token and 1 Action token
- Place 1 Miniature on the chosen Terrain
- Interrogate one opposing player ranked lower, asking the question on the Action token, recording the answer on the Investigation sheet OR move the Cat token.

3. FINDING AN OPPONENT'S LOOT!

If the player wants, they can put up to two tokens (Mole and/or Bait) on spaces with one of their Miniatures. In order to do it, they have to discard a gnome card. A placed token can't be taken back. A token can go above another token.

4. END OF THE GAME AND VICTORY POINTS

When, at the beginning of a new turn, a player has no gnome cards in hand, all players take back all their discarded cards for one final turn. Then, the game ends, the players reveal their Loot cards and count their victory points.

The player with the most victory points wins it all and becomes the new boss of 75 Gnom' Street! In case of a draw, the tied players have to determine the winner with a best-of-three Gnome Throw.

This chart can help you count your points:

 + 3 PTS	 + 1 PT	5 PTS	4 PTS	3 PTS	+1 PT / 
 + 2 PTS	 - 1 PT				 < +1 < +1 < +1 < +0