

# THE GNOMES OF ZAVANDOR

A game for 2 to 4 players ages 10 and up by Torsten Landsvogt

Welcome to the world of the Gnomes of Zavandor. Like most gnomes, you have two great passions: sparkling gems and wondrous machines. The sought-after gemstones can be found around the mining town of Diamantina. They can be bought and sold at the gem exchange, shady traders are always willing to engage in a little wheeling and dealing, and then you can use the gems to claim valuable mining rights, artifacts and jewelry. Who will become the most successful gem trading mogul?

## GAME CONTENTS

- ▶ 1 gem market game board
- ▶ 1 main game board (6 puzzle-pieces)
- 1 15 jewelry cards
- 2 12 artifact cards
- 3 6 trader cards
- 4 80 gemstone cards in 4 colors (each color includes 14 cards with 1 gemstone and 6 with 4 gemstones)
- 5 6 wild gemstone cards (1 extra)
- 6 64 gold cards
- 7 24 mining rights tiles (4 with light and 20 with dark reverse sides)
- 8 8 price indicators for the game board
- 9 10 discount markers
- ▶ 2 constructible wandering gnomes to act as mining district markers (1 extra)
- ▶ 1 constructible gnome to act as a start player figure
- ▶ 1 alternative start player marker (for people with gnomophobia)



## GAME SETUP

### Main Game Board

First, put the game board together: place the Diamantina section in the middle and then place the 5 mining districts around it, in order (I-V) 1. Place the gem market game board next to the main board so that all players can see it.

### Starting Capital, Gold and Gemstones

Give each player 23 gold. Place the remaining gold, gemstones and gemstone jokers next to the game board as a general supply (i.e. bank).



**Note:** Gold is taken into your hand, while gemstones are left openly on the table in front of you.

### District Marker

Place the small wandering gnome onto one of the mining districts 2 (choose one at random, but not Diamantina!). (Two wandering gnomes are included with the game; you can choose which one you want to use.)

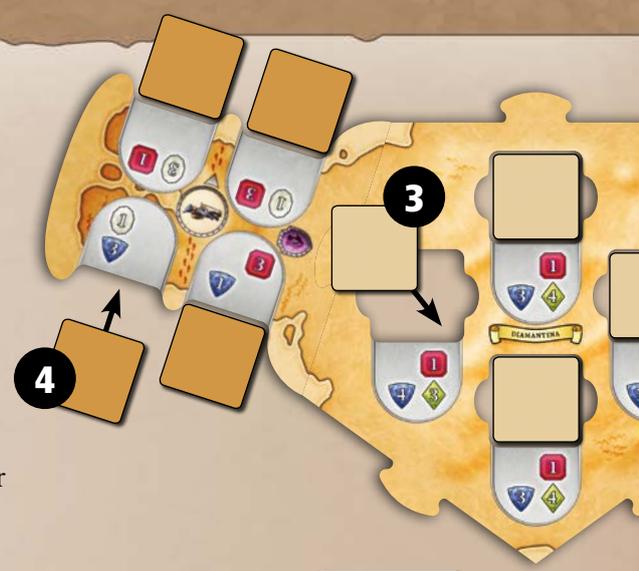
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## Mining Rights

Shuffle up the 24 mining rights tiles, face down, and distribute them across the mining districts on the board as follows (see figure):

First, shuffle up the 4 Diamantina mining rights tiles (light reverse sides) and place them, face down, onto the four spaces around Diamantina **3**. Then shuffle up the remaining 20 mining rights tiles and place them, also face down, onto the spaces in the mining districts **4**.



## Artifacts and Jewelry

The artifact and jewelry cards are marked with “I”, “II” or “III” (the latter only applies to jewelry cards) on their reverse sides. Sort both card types according to their reverse sides, shuffle each subset separately and then place them in separate, **face down** piles.

- ▶ If there are only **3 players**, then remove **one** card from both “I” piles from the game without looking at them.
- ▶ If there are only **2 players**, then remove **two** cards from both “I” piles from the game without looking at them.

Finally, combine the cards into two larger piles: one with artifact cards in I-II order **5** and one with jewelry cards in I-II-III order **6**.

Draw the top 3 cards from both piles and place them, face up, next to the game board.



## Traders

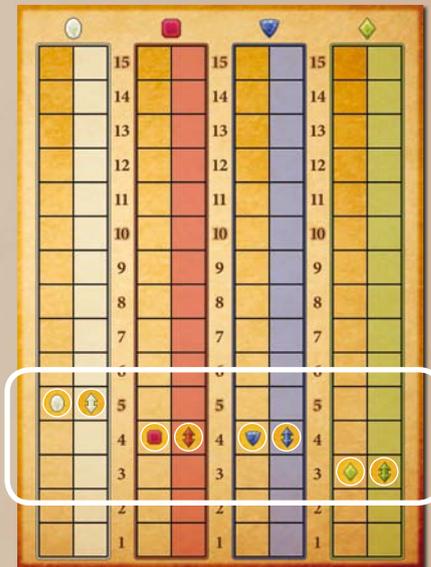
Place all 6 trader cards, face up, next to the game board.

## Market Value

The gem market shows the market values of the four gemstone types (diamonds, rubies, sapphires and emeralds). The gemstone tiles indicate the **current prices**, while the arrow tiles show which way the market is trending; that is, the **target prices**.

Place the price indicators onto the game board. At the start of the game, the current prices and the target prices are identical. The starting values for the four gemstone types are printed on the game board **7**:

-  **Diamond:** 5 gold
-  **Ruby:** 4 gold
-  **Sapphire:** 4 gold
-  **Emerald:** 3 gold



	Diamond	Ruby	Sapphire	Emerald
15				
14				
13				
12				
11				
10				
9				
8				
7				
6				
5	5	4	4	3
4	5	4	4	3
3	5	4	4	3
2				
1				



**Note:** A gemstone’s value can never rise above 15 or drop below 1. Should a gemstone’s market value rise above 15, then it remains at 15.

## Market Observer / Banker

Choose one player to act as market observer. He will be responsible for adjusting the current and target prices for the gemstones, in accordance with the rules, over the course of the game.

Choose a different player to act as banker and oversee the general supply.

## Start Player

Choose a start player. That player receives the start player figure and begins the game.



# GAMEPLAY

The game alternates between **action rounds** and **mining rounds**.

Each player has **3 actions** during the **action rounds**. Starting with the start player, players take turns carrying out 1 action until all players have used up all of their actions.

A **mining round** follows, during which players can use their mining rights to obtain gemstones. Additionally, market prices for the following round are set.

At the end of the round, pass the start player figure to the next player in clockwise direction. That player becomes the start player for the next round. The game ends as soon as one player has reached a certain number of victory points through his mining rights, artifacts, and jewelry.

## Action Rounds

### Soil Samples

Before carrying out an action, you may take **as many soil samples as you like** at a cost of 1 gold each. To take a soil sample, choose a mining rights tile from the board and look it secretly (make sure that the other players cannot see any gemstones shown on it!). The symbols on the tile indicate which gemstone(s) may be mined in this mining district. Remember to return the tile to the board afterwards.

### Carry Out Actions

You have the following choices when carrying out actions:

- ▶ **Buy** up to 4 cards of a **single gemstone type**
- ▶ **Sell** up to 4 cards of a **single gemstone type**
- ▶ **Draw** 2 cards from one of the **face-down piles** (jewelry / artifacts) and keep one of them
- ▶ **Buy** a **mining rights tile**
- ▶ **Buy** an **item** (jewelry / artifact)
- ▶ **Take** (or exchange) a **trader card**
- ▶ **Use** a **trader card** 1-2 times
- ▶ **Take** 4 gold

Actions Overview
buy gemstone(s)
sell gemstone(s)
draw from face-down piles
buy mining rights
buy item
take / exchange trader
use trader
take 4 gold

*Example: Alphonse, Berta and Caroline are playing.*

*(Action 1): Alphonse buys 4 diamonds. Berta then takes 4 gold, after which Caroline sells 2 sapphires.*

*(Action 2): Alphonse now pays 2 gold to take 2 soil samples and then buys 3 emeralds.  
Berta buys 3 rubies and Caroline takes a trader card.*

*(Action 3): Alphonse buys a mining rights tile, Berta buys an item of jewelry and Caroline uses her trader card.*

*As all players have now carried out 3 actions, the action round ends and a mining round follows.*

### ▶ Buy up to 4 cards of a single gemstone type

You may buy up to 4 cards of a **single gemstone type** at its **current price**. The market observer then adjusts that gemstone's **target price** upwards by one (+1) **8**, regardless of the number of cards bought, as demand has caused the market value to increase.

### ▶ Sell up to 4 cards of a single gemstone type

You may sell up to 4 cards of a **single gemstone type** at its **current price**. The market observer then adjusts that gemstone's **target price** downwards by one (-1) **9**, regardless of the number of cards sold, as supply has caused the market value to decrease.



*Example: In the action round described above, the target prices are adjusted as follows: Diamonds up one (+1), sapphire down one (-1), emerald up one (+1) and rubies up one (+1).*

► **Draw 2 cards from one of the 2 face-down piles (jewelry / artifacts) and keep one of them**

You may choose one of the two face-down piles (jewelry or artifacts) and draw the top 2 cards. Keep one of them, adding it to **your hand**. Return the other card to the **bottom** of the appropriate pile. You may never have more than a single card (jewelry or artifact) in hand, so if you already had one in hand before choosing this action, then that card must also be returned to the bottom of the appropriate pile. Return the cards in any order you like.

► **Buy a mining rights tile**

You may choose to buy one of the face-down mining rights tiles either in Diamantina or in the mining district that the wandering gnome is currently located in. Pay the gemstone cost indicated on the game board and then take the corresponding mining rights tile located in the district. Return any gemstones you used to pay for the mining rights tile to the corresponding piles next to the game board. Place the mining rights tile **face-up** in front of yourself so all players can see the gemstones and victory points on it.

Additionally, the **target prices** for the gemstones used as payment **increase** by the **total amount** of gemstones paid, as demand has caused the market value to increase. The market observer adjusts the target prices by the appropriate amounts.



***Example:** Alphonse wants to buy a mining rights tile in mining district IV 10. Since he previously took a soil sample, he knows that one of the tiles shows a supply of emeralds that he would like to have. He pays the cost for this tile, which is 1 diamond and 3 rubies 11, and then takes the tile, placing it face-up in front of himself 12. This gains him not only the mining rights tile but also 1 victory point. The diamond target price increases by +1 and the ruby target price increases by +3.*



**Note:** You are, of course, allowed to buy a mining rights tile “blind” without having taken a soil sample there first.

► **Buy an item (jewelry / artifact)**

You may buy any one of the face-up items next to the game board or the item you currently have in hand. **Pay** the number of gemstones indicated by the upper portion of the card 13. Unlike jewelry, artifacts provide other benefits in addition to victory points; these benefits are described in detail in the Artifacts section below. As with buying a mining rights tile, the market observer **increases the target prices** for the gemstones used as payment. Take the card you bought and place it **face-up** in front of yourself. If you bought one of the face-up items, then replace it with the topmost card from the appropriate pile, so that there are always three artifact and three jewelry cards available for purchase.



► **Take (or exchange) a trader card**

You may take one of the available trader cards and place it face-up in front of yourself. Should you already have a trader card, then you must return it to the supply first. You may not have more than one trader card.

► **Use a trader card**

If you own a trader card, then you may use it to trade with the bank. You may trade in either **1 or 2** of one of the gemstones indicated by the card, receiving the same number of the other gemstone in return.

***Example:** Caroline’s trader card lets her trade in a ruby, taking an emerald in return. Alternatively, she could also use the same card to trade 2 emeralds for 2 rubies.*



**Note:** There is exactly one trader card for each possible trading combination.

► **Take 4 gold**

You may take 4 gold from the bank.

## Mining Rounds

A mining round takes place after the last player has carried out his third action. All players who own mining rights tiles dig for the gemstones indicated by their tiles; in other words they take the corresponding gemstones from the supply, adding them to their hands. Each player receives:

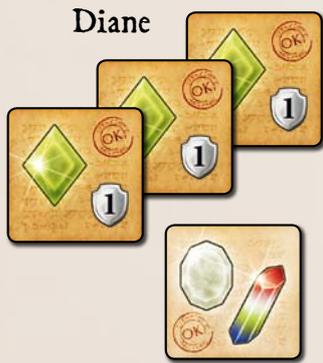
- ▶ **1 gemstone** for the **first mining rights tile** of each gemstone type he owns,
- ▶ **2 gemstones** for each **additional mining rights tile** of the **same** gemstone type he owns,
- ▶ **1 gemstone** of his choice for each wild gemstone symbol on the mining rights tiles he owns.



**Note:** If you use a wild gemstone symbol to choose a gemstone type you also have a normal mining rights tile for, then you still only receive 1 and not 2 gemstones for it.

### Target prices decrease according to the number of gemstones mined.

The market observer decreases the gemstones' target prices by the corresponding amounts.

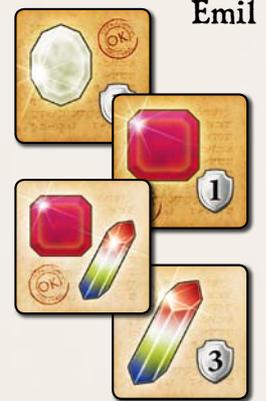


Diane

### Example of a 2-player game:

Diane and Emil own the mining rights tiles shown. During the mining round, Diane receives 5 emeralds (1+2+2) as well as 1 diamond. She chooses another diamond for her symbol. Emil receives 1 diamond, 3 rubies (1+2) and two gemstones of his choice for his two symbols. He chooses 1 diamond and 1 ruby.

In total, 5 emeralds (1+2+2), 4 rubies (1+2+1) and 4 diamonds (1+1+1+1) were mined. The market observer decreases the emerald target price by 5 and those of rubies and diamonds by 4 each!



Emil



**Note:** Should multiple players have symbols on mining rights tiles from Diamantina, then those players choose their gemstones in clockwise order (beginning with the start player).

### Gemstone prices for the next round are set at the end of the mining round.

Move each gemstone's current price indicator so that it matches that gemstone's target price indicator. In other words, the previous round's target prices determine the next round's current prices. Each gemstone's current and target prices are equal again at the start of the next round (although of course each gemstone may have a different current price!).

**Example:** The diamond **target price** increased from 7 to 11 gold in the previous round. Therefore, the next round's **current price** for diamonds will be 11 gold. Move the diamond price indicator next to the white arrow tile **14**. Set the other gemstones' current prices for the next round in the same manner.



## Market Values

Current and target prices can vary between 1 and 15 gold. Prices cannot be adjusted above or below these limits.

**Example:** The current and target price for rubies is 13 gold. The last player in the action round buys a piece of jewelry for 5 rubies. The target price is only increased to 15, as a higher price (18 in this case) is not possible. In the subsequent mining round, 3 rubies are mined, reducing the target price to 12. The current price for the next round will therefore be 12 gold!

Maximum: 15



## Discounting Artifact Costs (optional rule for experts!)

Afterwards, add gemstone discounts from the general supply to the three face-up artifacts:

- ▶ If an artifact has not had cards added to it yet, then place **1** gemstone card, **turned sideways**, of the type whose number is **outlined in bold gold** on the artifact card, above the artifact.
- ▶ If an artifact already has a **sideways** card above it, then turn that card right side up.
- ▶ If an artifact already has one or more face-up cards above it, then add another **sideways** gemstone card of the same type to it.

If, in a **subsequent round**, you choose to buy an artifact, then you receive a discount equal to the number of **right side up** gemstone cards above it (**sideways** gemstone cards do not count)!

Remember to take this discount into account when adjusting target prices (*see example*).



**Note:** An artifact may never have more gemstones added to it than the number outlined in bold gold!

***Example:** No cards have been previously added to the “Emeromobile A” artifact, as it was revealed in the previous round. Since this artifact has the **number of rubies** required **outlined in bold gold**, add one **sideways ruby card** to it. **15**. 2 sapphires have been previously added to the “Alchemister 10” artifact, although one of them is currently **sideways**. Turn that gemstone card **right side up** **16**. Finally, add a sideways diamond card **17** to the 2 face-up diamonds previously added to the “Gnomunculus”.*

*If, for example, you buy the “Gnomunculus” in the next round, then you would receive a 2 diamond discount when buying the artifact, while the sideways diamond is returned to the supply for no effect. You would have to pay, after discounting the two free diamonds, 1 emerald and 1 diamond, resulting in a +1 target price increase for both emeralds and diamonds!*



## Before The Next Round

Before starting the next round, move the wandering gnome to the next mining district in clockwise direction that contains at least one mining rights tile, **provided that at least one mining rights tile was bought in the previous round**. In this manner the wandering gnome travels from district to district, although he never enters the middle district of Diamantina. Finally, pass the start player figure to the next player on the left; that player will be the start player for the next round.

**Important:** At the start of the **second** round only, the market is corrected.

Give each player X gold, where X is the current price of the most expensive gemstone type in the market! Afterwards, reduce that gemstone type's current and target prices depending on how many of those gems are currently owned by the players:

- ▶ If between 0 and 3 gems are owned, then the market value is unaffected.
- ▶ Between 4 and 7 gems the market value drops by 1, between 8 and 11 gems the market value drops by 2, etc.
- ▶ Should multiple gemstone types have the highest market value, then this rule is applied to all of them.

# ARTIFACTS

There are 5 different artifact types. Each artifact gives its owner a benefit:



## Gnomunculus

If you own one of these machines, then you have one additional action each round – including the round in which you bought the Gnomunculus. The effects of multiple Gnomunculi are cumulative – so if you have 3 of these you will get to take 6 actions each action round!



## Alchemist

If you own one of these machines, then you receive additional gold equal to the machine's value each mining round. There are 10, 12 and 18 value Alchemisters. The effects of multiple Alchemisters are cumulative.



## Convertor

When you buy one of these machines, you receive the indicated supply of wild gems. These prisms may each be used once to substitute for the gem of your choice. One of the Convertors provides 2 prisms, the other provides 3.



## Hoovermatic

If you own a Hoovermatic, then the other players must pay you gold during the mining round in order to mine for gems. For each gem the other players mine, you receive 1 gold (2 gold with 2 players, 1.5 gold, rounded up, for 3 players. **Example:** 3 gems mined = 5 gold, as  $3 * 1.5 = 4.5$ , rounded up to 5). Players may only mine as many gems as they can pay the Hoovermatic owner for. If necessary, they may choose which of their mining rights tiles to use.



**Note:** If you own an Alchemist, then you must first pay the Hoovermatic owner to mine before claiming your Alchemist's output.

**Example of a 3 player game:** Alphonse owns the following mining rights tiles: 1 diamond, 1 diamond + , 1 emerald. He could normally use these to mine 3 diamonds, 1 emerald and 1 gem of his choice. However, he only has 4 gold and Caroline owns the Hoovermatic. He must pay her to mine and can therefore only mine 2 gems. He chooses to mine 3 diamonds and pays Caroline 3 gold.

## Emeromobile



If you buy an Emeromobile then you receive the 5 discount markers belonging to it. You can use a discount marker while buying gems in order to buy them for less than the current price. If you use a discount marker then it is removed from the game. The discount applies to all gems you buy that action. You can only use one discount marker per buy action.

**Example:** Diane uses a -4 discount marker to buy 3 rubies. The current price for rubies is 10 gold, so she pays only  $(10 - 4 =) 6$  gold per ruby for a total of 18 gold.

## GAME END

The game ends when one player has reached a certain number of victory points: 20 victory points for 2 players, 18 for 3 players and 16 for 4 players.

Finish playing the current action round. The player with the most victory points is the winner.

In the case of a tie, all tied players sell their remaining gemstones back to the bank at current prices (not target prices). The tied player with the most gold is then the winner.

### Example of a 3-player game:

Alphonse has 17 victory points, Berta has 15 and Caroline has 16. Caroline is the start player in the 9th round. She uses her fourth action (she has two Gnomunculi!) to buy 3 emeralds.

Alphonse has a Gnomunculus of his own and uses his fourth action to buy an item of jewelry **A**. He now has 19 victory points.

Since the round doesn't end until all players have carried out all of their actions, Caroline can still use her fifth action to buy a mining rights tile in Diamantina. The 3 victory points provided by this tile **B** means that Caroline now also has 19 victory points. Since all actions have been carried out and Alphonse and Caroline have the same number of victory points, their remaining gold will decide the winner.

Alphonse receives 9 gold for his diamond and 14 gold for his wild gem  because this is the highest current price for any gemstone type. Together with his 3 remaining gold, he has a total of 26 gold at the end of the game.

Caroline receives 18 gold for her two diamonds. Together with her 12 remaining gold, she has a total of 30 gold at the end of the game and is therefore the winner!



## STRATEGY HINTS

### Pay attention to the following:

- ▶ At the start of the game you should make sure you have enough mining rights tiles. Alternatively you can make sure you have enough gold via clever buying and selling.
- ▶ Jewelry is worth valuable victory points, but buying it too soon can make it difficult to get enough mining rights tiles and thus difficult to replace the spent gems. On the other hand, there are not many high-value cards coming into the game during its later stages.
- ▶ If you buy an artifact then you should try to make good use of its benefit.
- ▶ An **Emeromobile** is only useful if you are planning to buy (4) gemstones often enough. You will of course need enough gold for that, which is usually more likely when a gemstone has a relatively low current price – which itself is usually more likely when many of that gemstone type have been mined.
- ▶ An early **Gnomunculus** purchase lets you carry out an extra action over the course of the entire game. If, however, you end up using that extra action to take 4 gold most of the time, then buying something else (an Alchemist, for example) may make more sense.

## THANKS!

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