

GNOMELAND

FAQ 1.0

Rules Clarifications

R1 – During setup, every player takes one of the 10 building card decks

R2 – The game ends after 5 rounds, when there are no more Mission cards to put onto the game board.

R3 – beside 20 Building cards the game includes

10 x Action cards

10 x Mission cards

8 x Spell cards

27 x Mercenary cards

Frequently Asked Questions

Q1 – How many dice with the same result can be matched with 1 building?

A: There are no limits. For instance, if a player rolls the same result thrice, it is possible to trigger the same building 3 times

Q2 – Once used, the white dice belong to the player who uses them?

A: White dice never belong to any player. When a player can roll a white die because of special buildings or other actions, he/she just takes the die from the common pool. Then, after use white dice back to the common pool.

Q3 – What Mercenary cards do?

A: Mercenary cards are of 3 kinds (Trader, Soldier, Wizard). These cards can be bought and discarded anytime, even during a scuffle or a magic challenge, in order to get the corresponding resource (Indicated on top right of the card itself).

DQ4 – How much does a Mercenary card costs??

A: Cost can vary, according to the card's type. A Trader costs 2 coins. A Soldier costs either 2 coins or 2 weapons. A Wizard costs either 2 coins or 2 mana.

Q5 – Can player keep the resources that have been generated during a brawl or a magic challenge?

A: No, these resources have to be discarded at the end of the round.

Q6 – Can I trigger the *Gnome recall* spell card when I still have all my gnome tokens?

A: No.

Q7 – Even though the score track has 55 steps, we never collect so many VPs during games. Is that normal?

A: Yes. It is normal. The VPs score track is longer than needed in order to help integrate future expansions.

