

GNOMES vs. CAPYBARAS

OFFICIAL RULEBOOK



WELCOME TO THE GNOME WOODLANDS!

Deep in the Gnome Woodlands, a conflict has erupted between the industrious Gnomes and laid-back Capybaras. Will victory be achieved through brute force, clever resource management, or diplomatic finesse? It's up to you!

This guide contains all the rules, mechanics, and strategies you need to play Gnomes vs. Capybaras.



Game Overview

The goal of the game is to collect the most Influence Points (IP). Players earn IP by claiming Land cards, completing Mission cards, and possessing Crystals at the end of the game.

The game is played over a series of turns where players draw cards, reveal shared cards, take actions, and manage their resources



Game Setup

- 1. Choose Factions:** Each player chooses (Gnomes or Capybaras) and takes its 35-card deck. In a 4-player game, players form two teams of two teams of two (Gnomes vs. Capybaras). Players on the same team share land, and IP.
- 2. Prepare Shared Deck:** Shuffle the 20 Land cards, 10 Event cards, and 18 Mission cards together into a single face-down draw pile.
- 3. Draw Starting Hands:**
In a 2-player game: The first player draws 4 cards from their faction deck.

The second player draws 5 cards.

In a 4-player game; Each player draws 5 cards from thy faction deck

- 4. Prace Tokens and Dice:** Place Influence Tokens and resource dice within teach of all players. Each player/team takes a Tally Card and tokens/dice to track resources and IP.

- 5. Determine First Pleyer:** Randomly determine the first player.



Setup continued

3. Draw Starting Hands:

In a 2-player game: The first player draws 4 cards from their faction deck. The second player draws 5 cards.

4. Place Tokens and Dice:

Place Influence Tokens and resource dice within reach of all players. Each player/team takes a Tally Card and tokens/dice to track resources and IP.

5. Determine First Player:

Randomly determine the first player.

In a 4-player game, the first player's teammate goes third, followed by the opposing team's players, (e.g., Gnome Player 1, Capybara Player 1, Gnome Player 2, Capybara Player 2).



Turn Structure

Each turn consists of the following phases, performed by the active player:

1. Draw Card (s); Draw 1 card from your faction deck.

Optional: Spend Berries for Extra Cards/Actions: At the start of your turn (after drawing your initial card), you may spend Berry resources to gain additional effects. For every 10 Berry points you spend (by rolling your Berry resource dice and totaling the result), you may choose ONE of the following:

- Draw 1 additional card from your faction deck and add it to your hand.
- Play 1 additional card from your hand onto the board or for its effect (granting an additional action this turn).

You can spend up to 30 Berry points per turn, granting a maximum of 3 additional options (draws and/or plays).

There additional plays grant additional actions this turn.



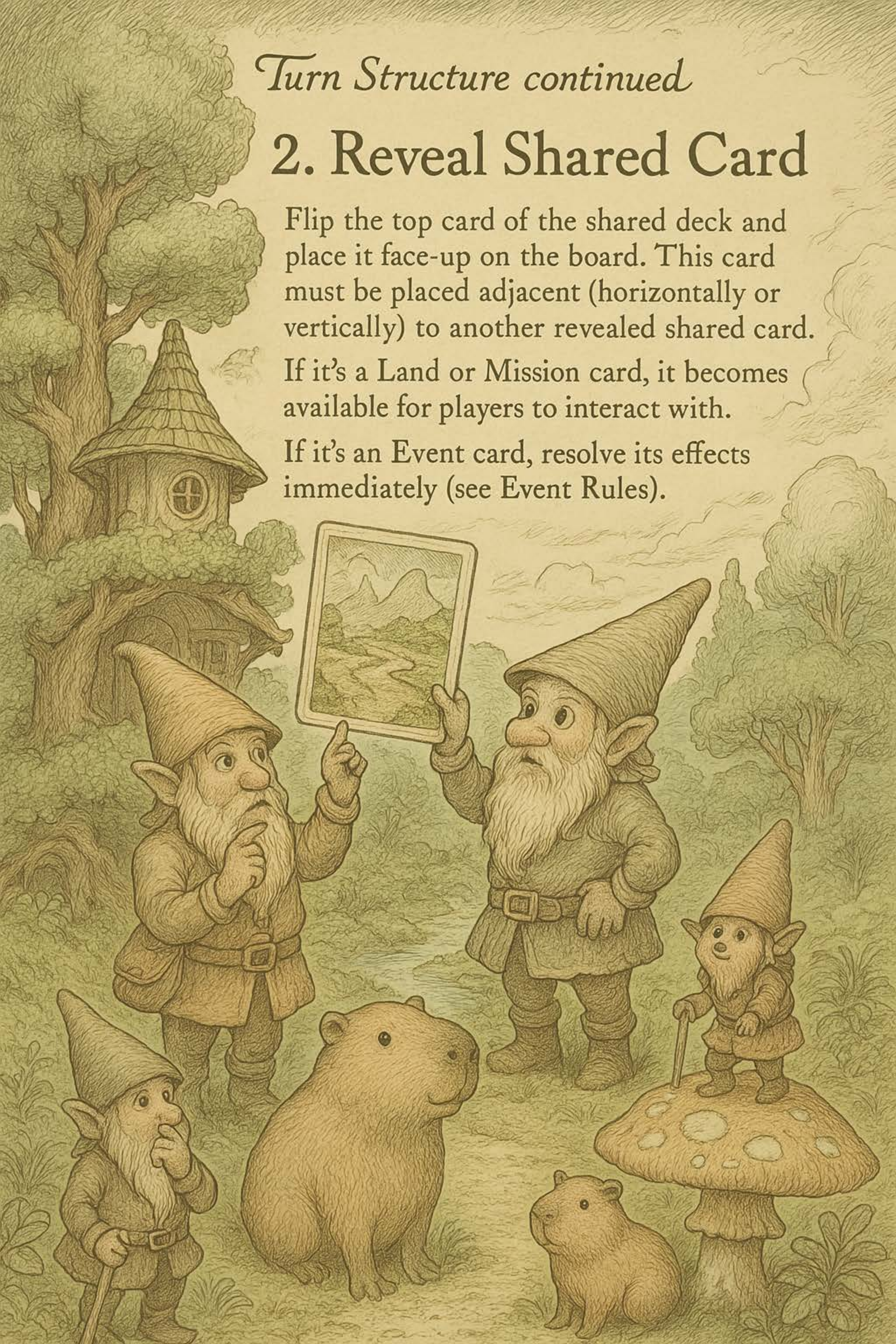
Turn Structure continued

2. Reveal Shared Card

Flip the top card of the shared deck and place it face-up on the board. This card must be placed adjacent (horizontally or vertically) to another revealed shared card.

If it's a Land or Mission card, it becomes available for players to interact with.

If it's an Event card, resolve its effects immediately (see Event Rules).



Turn Structure *continued*

3. Choose One Action (*or more*):

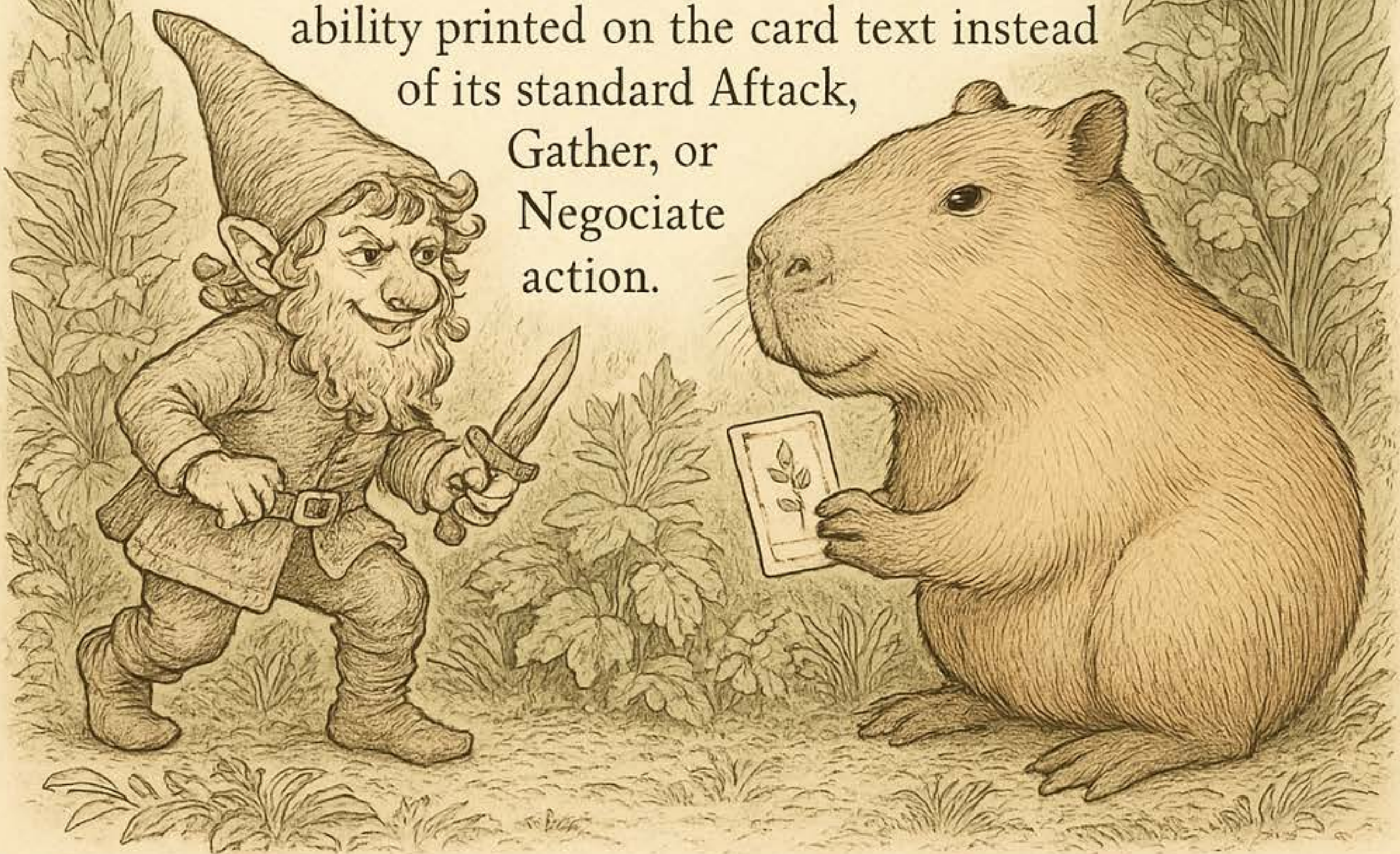
The player must choose one of the following actions, or Pass. If the player gained additional “Play 1 card” options from spending Berries, they may perform that many additional actions this turn by playing more cards.

Attack (Combat): Play a Soldier unit card(s) to fight for control of a Land card or attack an opponent's units on a claimed Land card.

Gather Resources: Play a Worker unit card to gather resources from a Land card.

Negotiate (Diplomacy): Play a Diplomat unit card to attempt to peacefully claim a Land/Mission card or use their special ability.

Use Special Ability: Play a Unit card (Soldier, Worker, or Diplomat) and use its unique special ability printed on the card text instead of its standard Attack, Gather, or Negotiate action.



Turn Structure continued

4. **Resolve Action(s):** Fully resolve the chosen action(s). If multiple actions are taken due to Berry spending, resolve them in the order the cards were played.
5. **End of Turn Cleanup:** Discard any Action cards played this turn. Discard any resources spent this turn. Check for the game end trigger. The next player clockwise begins their turn.



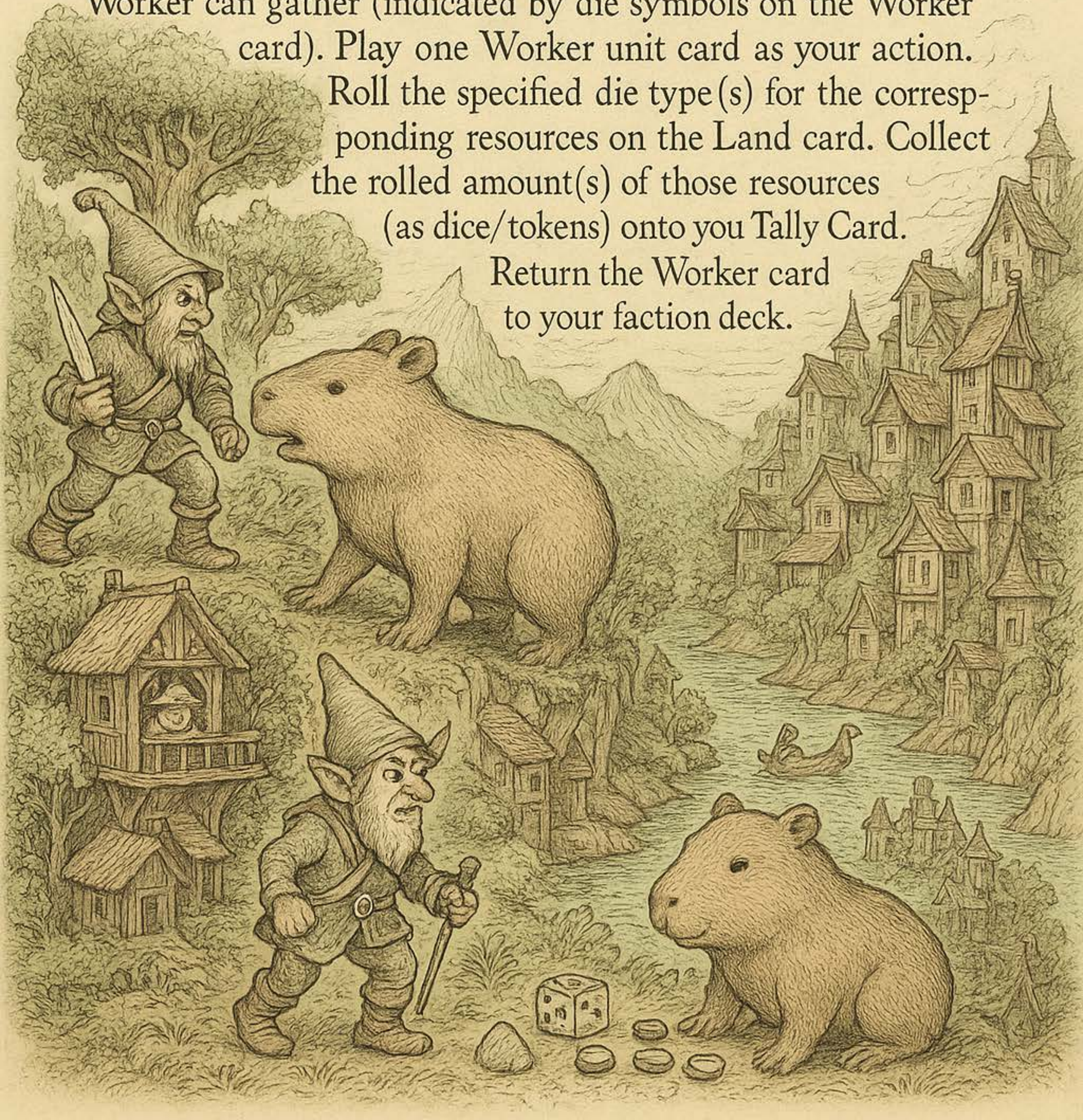
Actions Explained

Attack (Combat): Choose a Land card to attack (either unoccupied or occupied by an opponent). Play one or more Soldier unit cards from your hand as your actions). The defending player (if any) may play Soldier units and/or Action cards as defenders. Combat is then resolved (see Combat Rules).

Gather Resources: Choose an unoccupied Land card that has resources indicated on it that match resources your chosen Worker can gather (indicated by die symbols on the Worker card). Play one Worker unit card as your action.

Roll the specified die type(s) for the corresponding resources on the Land card. Collect the rolled amount(s) of those resources (as dice/tokens) onto your Tally Card.

Return the Worker card to your faction deck.



Actions Explained continued

• **Negotiate (Diplomacy):**

Choose a Land or Mission card to target.

Play one Diplomat unit card as your action.

You may choose to:

- o Attempt to peacefully claim an unoccupied Land card (if successful, you claim the card and gain +2 random resources).

- o Attempt to complete a Mission card via Diplomacy (see Mission Rules).

- o Use the Diplomat's special ability printed on the card.

Engage in a non-binding negotiation with any player (trading resources, cards, promises – Crystals cannot be traded).

Return the Diplomat card to your faction deck after use.



Combat Rules

continued

3. Determine Base Scores:

Sum the Attack Scores (number in the shield/swords) of all attacking Soldiers. Sum the Defense Scores (number in the wooden circle) icon) of all defending Soldiers.

4. Apply Action Card Effects:

Add any combat modifiers from other cards played by either side.



Combat Rules continued

5, Roll Courage Dice: Each player/team involved in the combat makes a single roll using courage dice (likely D4-D20 from the general pool, not resource dice, unless a card specifies). Add +1 to their side's combat total for every full 10 points rolled on the courage dice.

6. Calculate Total Combat Strength:

Attacker's Total Strength = (Sum of Attacking Soldiers' Attack Scores) + (Courage Dice Roll Result / 10, rounded down) + Action Card Modifiers

Defender's Total Strength = (Sum of Defending Soldiers' Defense Scores) + (Courage Dice Roll Result / 10, rounded down) + Action Card Modifiers



Combat Rules *continued*

7. **Determine Winner:** Compare the totals. The side with the higher total wins. Ties go to the Defender.

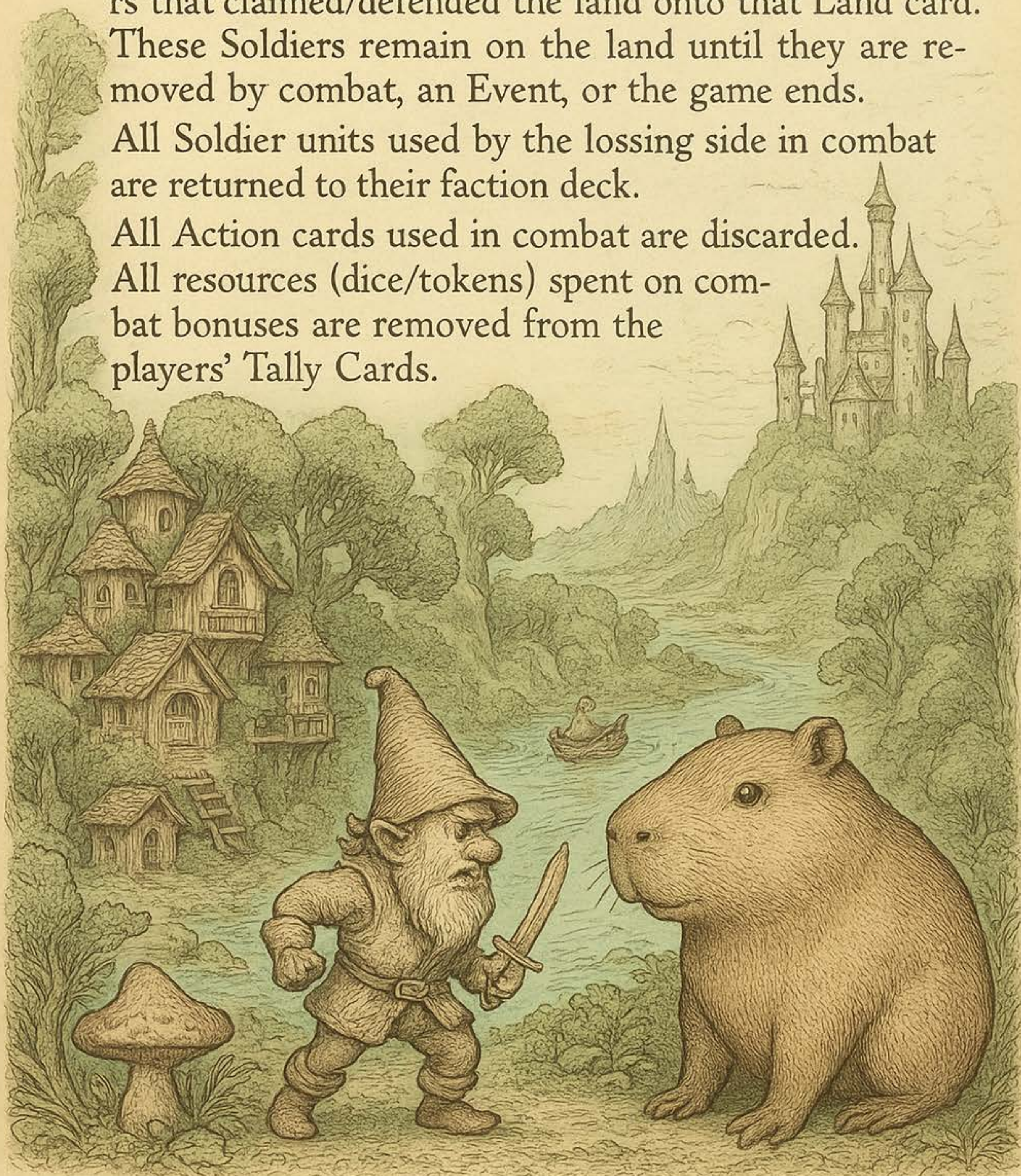
8. **Resolve Outcome:**

The winner claims (if unoccupied) or retains (if occupied) control of the Land card. Place winning Soldiers that claimed/defended the land onto that Land card. These Soldiers remain on the land until they are removed by combat, an Event, or the game ends.

All Soldier units used by the losing side in combat are returned to their faction deck.

All Action cards used in combat are discarded.

All resources (dice/tokens) spent on combat bonuses are removed from the players' Tally Cards.



Card Types & Special Rules



Unit Cards (Workers, Soldiers, Diplomats):

Played as your action, Can use standard action (Gather, Attack, Negotiate) or their unique Special Ability, Workers and Diplomats return to their faction deck after use. (unless their special ability states otherwise, or they lose defense). Soldier fate depends on combat outcome (Win: stays on land; Lose: returns to deck).

Card Types

Land Cards

Drawn from the shared deck.
Claimed via Combat or Diplomacy.
Provide Resources (when gathered) and
IP (when claimed).
Claimed Lands stay in front of you
with your defending Soldier
placed on them.

Event Cards

Revealed from the deck
and resolved immediately.
Then discarded.

Mission Cards

Provide IP when completed.
Stay on the board until fulfilled
or the game ends.

Completed Missions are moved
to the claiming player/team.



Card Types *continued*

Epic Units (1 per Faction)

Cost: Discard 3 cards (including the Epic)

Choose one effect:

- Instantly claim any unclaimed Land
- Cancel a revealed Event

After use: Place Epic on the targeted card—it's locked and can't be interacted with again (no gathering, attacking, or reactivating effects).

Diplomat Dice Icons

Shows the die type used to defend if attacked.

Their Defense Strength = result of rolling that die (e.g. D4, D10).

Bonus Courage may be used for defense if allowed.



Endgame Trigger

The game ends once the 20th card is flipped from the shared deck and the player finishes turn.

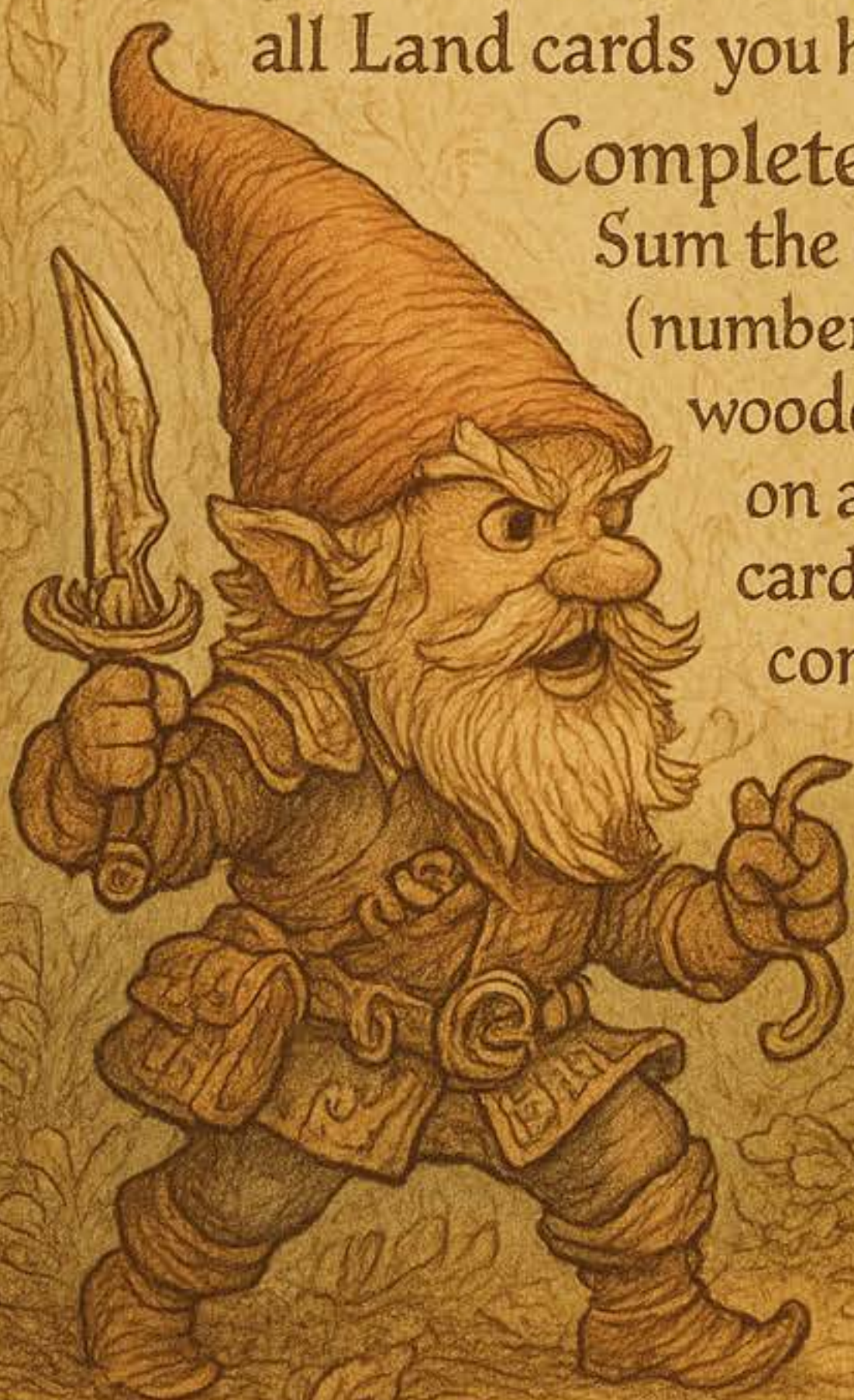
Scoring

Players/teams calculate their total IP:

1. Claimed Land: Sum the IP values (number in the wooden IP icon) on all Land cards you have claimed.

Completed Missions:

Sum the IP values (number in the wooden IP icon) on all Mission cards you have completed.



Scoring continued

3. Crystals: Gain 1 IP for each Crystal resource (die or token) you possess on Tally Card.

4. Hand Bonuses:

Gain 1 IP for each Diplomat card remaining in your hand.

Gain 1 IP for every 2 Soldier cards remaining in your hand (rounded down).



Winning the Game

The player or team with
the most IP wins!

Tiebreaker

If players/teams are tied
for IP, the tied player/team
with the most cards
remaining in their
hand wins.

