

Contents:
297 cards
5 cut-out tokens
3 dice
1 dice field
1 game manual



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The Huh Card Is Played

The huh is a really nice creature, but it doesn't understand the rules of the game and grabs a card from another player (Creature, Friend, face-down Particle, or Gnumie Point Card).

Special Case: The huh wants to steal a Gnumie Point Card.

The player against whom the Huh Card is played picks up all his Gnumie Point Cards, shuffles them, and holds them with their reverse side facing the opponent, who can then pick one.

The card that was drawn or taken is placed at the center of the table.

Playing for the Stolen Card: The Huh Track

Starting Point of
Player Token (Chaser)



Starting Point of Huh Token



The Huh Token is placed inside the Huh starting circle. The player whose card was stolen places his or her own token inside the red starting circle. The huh starts. Both players roll one of the pip dice in turn until ...

either

the huh manages to reach its huh cave first, whereby it is not necessary to land spot-on: The huh has escaped, and the player who played the Huh Card is allowed to keep the stolen card;

or

the huh is caught or overtaken by the other player: The player from who the card was taken gets it back.

Players against whom a Huh Card was played get this Huh Card and place it under their Player Card .



At the end of the game, the Huh Bonus Card is awarded to the player who lost the most gnumie points because of the Huh Card.

The Game Ends: Who Is the Gnumiest Player?

All eight trees of the Groovy Grovers are awake?
When all eight Tree Cards have been drawn, the game ends.

Counting Points

1. Each player counts their gnumie points.
2. One extra gnumie point is awarded for each Friend, Donnasaur, or Pet Card.
3. N.B.: All knobble points (upper right-hand corner) on the remaining Creature Cards are deducted.
4. If a player has any Huh or Particle Cards left before him or her, they have three gnumie points deducted for each card.

$$28 + 3 - 6 = 25$$

Awarding the Two Bonus Cards



The player with the fewest Friend, Pet, or Donnasaur Cards receives the Friend/Pet/Donnasaur Bonus Card (value: 2 gnumie points).



The player who lost the most gnumie points as a result of Huh Cards receives the Huh Bonus Card (value: 5 gnumie points).

The player with the most
gnumie points wins!



Planet of the Gnumies

Start the quest for Gnumie knobble points and join Gnumie, Jani Gnumie, Grampa Gnumieson, and DeeJay on their journey of discovery across the gnumiest planet in the entire universe: Planet Gnumie!

The game will start as soon as the eight trees of the Groovy Grovers have gone to sleep. Discover and collect gnumie creatures and swap them for gnumie points. Watch for the knobble points that each creature has, as you will only get gnumie points by swapping three or five knobble points. You will be traveling through the forest, across meadows, and in the breggles' party valley, and you will also pass the Gawky Sea that is home to many a gnumie sea creature. You will run into talking rocks, imaginative trees, ticklish plants, mysterious mushrooms, insect-size tinies, odd birds, and many strange and funny creatures. Whom did you meet where? The colors will show you, and in case there is more than one, you decide. Only an indiffy doesn't care at all where he is.

If you run into friends, cuddly pets, or giant donnasours, you will receive gnumie points.

Every now and then, you will be struck by one of the nine atom-sized particles, and then you will either be in luck, start to doubt, or lose whatever you've had in your head.

The huh is kind and loving, the best pet you can imagine – but unfortunately, it doesn't understand the rules of the game. It grabs a card and takes off with it. Will you manage to catch the huh and recover your card?

If you happen to wake up the Groovy Grovers' trees, the game might be over very quickly. When all eight trees are awake, the game is over. If you have collected more gnumie points than any other player at this time, you will be the gnumiest player of all and win the game.



Contents

Player Cards (Deck Cards and Gnumie Points)



Player Cards

Terrain Cards

Red/Green Cards

One Player Card, four Terrain Cards, and one Red/Green Card together form a deck. The game contains four decks.



Gnumie Point Cards



Bonus Cards

The two bonus cards are only awarded at the end of the game.

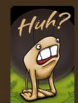


REVERSE

Game Cards (forming six Planet Stacks)



Creature Cards



Huh Cards



Particle Cards

The Creature Cards contain knobble points. All game cards are shuffled together and separated into six planet stacks that are placed at the center of the play area, face down.



Extra Gnumie Points



Tree Cards

The eight Tree Cards determine the duration and the end of the game.



REVERSE

Huh Track and Huh Token



1 track, 1 cut-out token

Tokens



4 cut-out tokens

Dice



1 color die, 2 regular (pip) dice

Your Own Playing Deck

1 Player Card | 4 Terrain Cards | 1 Red/Green card | 1 token



Game Setup (building your own deck and stack)

Each player lays their six-card playing deck on the table before them. All game cards with "Planets" on their back are to be shuffled well, face down, before being stacked into six planet stacks of approximately equal height, from which cards will be drawn in the course of the game.

Six Planet Stacks



Shuffle face down.

Form six stacks, face down.

Overall Setup



Two Gnumie Point Stacks

Form two stacks, face up, separating one-point and five-point cards (16 one-point cards and 30 five-point cards)

Let's play: Draw five cards!

Each player draws five cards from any of the planet stacks and matches all the Creature Cards to his Terrain Cards.



You've drawn a Tree Card? You've woken up a tree! Tree Cards have to be placed face up next to the play area immediately, and the player who had it draws another card in its place. When the eighth tree card is drawn, the game ends instantly.



A Friend, Donnasaur, or Pet Card is placed face up next to one's own playing deck (one gnumie point per card).



A Huh or Particle Card is placed face down next to one's own playing deck. From the third round of game, all Huh and Particle Cards have to be played immediately at a player's turn, including those drawn in previous rounds.

Matching Creature and Terrain Cards

Terrain and Creature Cards must have matching colors. Each Creature Card must be placed next a matching Terrain Card. Knobble points (number in the upper right-hand corner) on the Creature Cards:



Shroomer color yellow and green, forest or meadow card

3 knobble points next to one Terrain Card will be exchanged for 1 gnumie point.

5 knobble points will be exchanged for 2 gnumie points.

If there are more than 5 knobble points next to a single Terrain Card, no gnumie points will be awarded, and all Creature Cards are returned to the discard pile.

After Creature Cards have been exchanged for gnumie points, they are discarded. Suggestion: Each player has their own discard pile. Players are free to choose whether they want to exchange 3 knobble points or not.



Players may exchange 3 or 5 knobble points for gnumie points at any time, even when it's another player's turn.

5 individual gnumie point cards have to be exchanged for a five-point card immediately.



The youngest player starts the game!

It's You Move: 4 Steps

- 1 Roll the color die
- 2 Draw and place cards
- 3 Exchange gnumie points
- 4 Play a Particle or Huh Card

1 Roll the color die

Before rolling the dice, each player places their token on their Red/Green Card, thus selecting a color. The player whose turn it is rolls the die once. Each player who had picked the color that shows at the top of the die now draws one card from a planet stack. If players draw a Particle or Huh Card while it is not their turn, they place the card face down on the table before them and wait for their turn to play it.

2 Draw and place cards

The player whose turn it is always draws an additional card.

3 Exchange gnumie points

Are there 3 or 5 knobble points next to any of the Terrain Cards? In this case, they may be exchanged for gnumie points now or later.

4 Play a Particle or Huh Card

A Particle strikes: Follow the instructions on the card. A Huh Card is played: continue on page 7.

Players take their turn clockwise.

The eighth tree wakes up: Game over!

As soon as the eighth Tree Card is drawn, the game ends. Players can still exchange creatures for gnumie points and proceed with all the other steps that are part of their turn.

Then the gnumie points are counted: continue on page 8.

