

SCHÜTTTEL'S



*A lively gnome shakeup
for 2 to 6 witty wizards, 8 years and up
from Bernhard Lach und Uwe Rapp*

The townsfolk of Wonder Valley had never been a hard-working bunch. The steely-eyed blacksmith shunned any kind of metal. And the carpenter would always knock on wood instead of actually doing woodwork. This was not ideal at all! The dressmaker was not the only one who would have liked to live under conditions tailored to his needs. But one day, wizards came down from the mountains into the village. With their shakeup cup and with magical power, they managed to empty out busy gnomes all over Wonder Valley. From that day on, all wheels in Wonder Valley began to turn. Everywhere, gnomes now did the work that nobody else wanted to do. In return for their deeds, the power of their shakeup magic now also gave the wizards the chance to benefit themselves from the gnomes' industriousness.

Game Materials and Set-up

Play money:



15 gnomes in 3 colors
The colors are irrelevant for the course of the game; they just make it easier to count the gnomes.

1 shakeup cup



1 gnome-catcher
felt cuttings with push clips



60 goods in 6 colors



1 double-sided game board

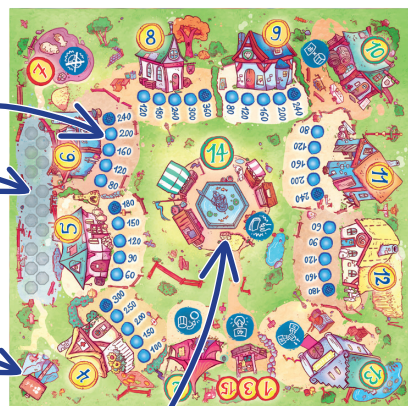
One side for two or three, the other for four to six players. You can identify the two sides by the signpost in the board's corner.



** Risky variant: If you want to experience the game with four players in an especially venturesome manner, you play without the crosshatched goods spaces.*

Goods spaces

Storage spaces



Before every game...

- clip the gnome-catcher together so that it forms a bowl;
- fill all 15 gnomes into the shakeup cup and put a "40" Wonder Valley bill on the marketplace (space 14);
- distribute the 10 goods of one color and Wonder Valley bills worth 400 to each player;
- sort all remaining Wonder Valley bills and place them next to the gameboard; they form the "guild treasury" that players may use to change money anytime during the game.

The Game

Become the richest wizard! To this end, you shake gnomes out of the shakeup cup. By performing this shakeup magic, you determine **where** the gnomes get to work.

At the **fortune teller's**, the **tavern**, the **bank** or the **marketplace**, they can earn you plenty of Wonder Valley bills. Particularly lucrative are the **crafts houses**. There, the gnomes produce goods that grow more and more valuable – until there are too many of them; then, the most valuable product suddenly becomes worthless.

If you shake out exactly **one, three, or all 15 gnomes**, this might cost you dearly – at the **pillory**.

Watch out for the **pig pit**! If your shakeup magic ends up there, one of your goods goes to waste.

With the **most value** in Wonder Valley bills at the end of the game, you'll become the most honorable shakeup wizard of Wonder Valley.

Course of the Game

The player who last had a cup in his hands begins. After that, play proceeds clockwise.

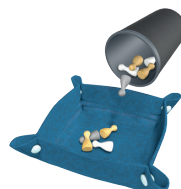
On your turn, you take the **shakeup cup**, filled with all 15 gnomes, and the **empty gnome-catcher**. Then, you do the following, one after another:

1. The shakeup magic: You shake gnomes out of the cup.
2. The gnome action: You carry out an action where your magic has “shaken” you.

1. The shakeup magic:

Shake gnomes energetically **out of the cup** into the gnome-catcher with **a single fluid movement**. In doing so, at least **one** gnome has to leave the cup.

Do not “double shake”! If you stop while shaking and then “shake again”, your shake becomes invalid. In that case, you immediately have to pay Wonder Valley bills worth 40 onto the marketplace (Space 14) and your turn is over.



The number of gnomes tumbling out of the cup determines the **number of the space** on which you will carry out your gnome action after that.

All gnomes that tumble out of the cup count. They don't need to land inside the gnome-catcher.

Example: You have shaken 8 gnomes out of the cup. Consequently, you now carry out your gnome action on space no. 8.



2. The gnome action:

Now you carry out **one action** on the space whose number corresponds to the quantity of gnomes you have shaken out. There are the following spaces:

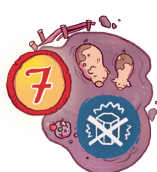
- A. **Unlucky Gnome spaces** (spaces 1/3/15, 7)
- B. **Crafts houses** (spaces 4, 5, 6, 8, 9, 11, 12)
- C. **Lucky Gnome spaces** (spaces 2, 10, 13, 14)

A. Unlucky Gnome spaces



Spaces 1/3/15: The pillory

If you shake 1, 3 or 15 gnomes out of the cup, you have to pay Wonder Valley bills worth 40 onto the marketplace (space 14) in the center of the playing area.



Space 7: The pig pit

If you shake 7 gnomes out of the cup, you have to **remove one of your own goods** from a building of your choice. For this, you get **no Wonder Valley bills**. If you don't have any goods at any building, you remove one good from your **supply** – if there are any left there. Put the removed good on an unoccupied storage space.

B. The crafts houses



Space 4: The pharmacy

Space 5: The pottery workshop

Space 6: The forge

Space 8: The tailor shop

Space 9: The jewelry shop

Space 11: The carpenter's workshop

Space 12: The bakery



Every time the quantity of gnomes you have shaken out corresponds to the **space number** of a crafts house, you have to carry out **one** of the following two gnome actions there:

◆ Place a good

or

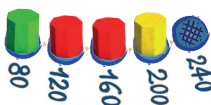
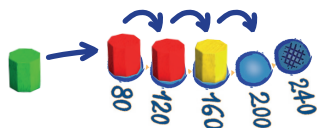
◆ Sell goods

Only if you can neither place a good nor sell goods does your game turn end without an action.

Even if you run out of goods during the course of a game, you keep on performing the shakeup magic and on carrying out all possible gnome actions.

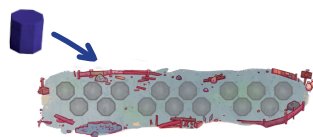
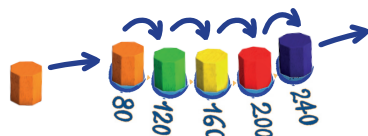
◆ Place a good

The gnomes produce for you! Place one of your own goods on the goods space with the **lowest value**. In doing so, you move **every** good that is already at this house to the next higher goods space.



Each goods space may hold no more than one good.

If you move a good **beyond the highest goods space**, you immediately put it on an unoccupied storage space. For this, you don't get any Wonder Valley bills.

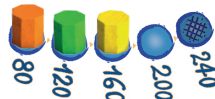
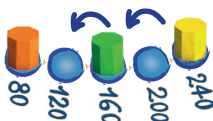


** Risky variant: If you play the four-player game without the crosshatched spaces, you remove goods that are moved beyond the fourth goods space.*

◆ Sell goods

You remove **one or more** of your goods and put them on an unoccupied **storage space**. For this, you receive money from the guild treasury for each sold good, i.e., you receive the **value of the goods space** on which this good just was.

If at any time during the game one of your actions causes **empty goods spaces**, be sure to move all goods with higher values down until all gaps are completely closed. In doing so, **never change the order** of the goods!



For the two goods he sold the red player gets 320 (120 + 200) Wonder Valley bills.

C. Lucky Gnome spaces



Space 2: The fortune teller's tent

If you shake 2 gnomes out of the cup, you place one of your own goods from your supply at any crafts house.

Note: Crafts houses are exclusively spaces with blue house numbers (4, 5, 6, 8, 9, 11, 12). Observe the rules for the placement of goods. You may not sell any good there.

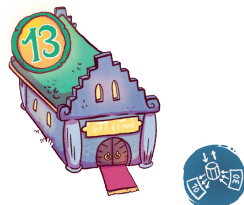


Space 10: The tavern

If your shakeup magic is 10, you place one good at the tavern.

- If your good is the 1st one there, each other player pays you a bill worth 10.
- If your good is the 2nd one there, each other player pays you a bill worth 20.
- If your good is the 3rd one there, each other player pays you a bill worth 30, and so on.

There may be any number of goods of any number of players at the tavern.



Space 13: The bank

If you shake 13 gnomes out of the cup, you place one good at the bank, provided you don't yet have a good there. For this, you have to pay a "10" Wonder Valley bill to each of the other players.

If you can't place a good any more, the other players don't get any Wonder Valley bills.

If you already have one of your goods at the bank, you remove it and put it on an unoccupied storage space. For this, you get Wonder Valley bills worth 30 from each of the other players.



Space 14: The marketplace

If your shakeup magic is 14, you take all the Wonder Valley bills lying on the marketplace. After that, you put Wonder Valley bills worth 40 from the guild treasury onto the marketplace.

No more money?

The guild treasury pays for any player who is out of money.

Ending and Winning the Game



The game ends...

- as soon as two players have no goods left **or**
- as soon as all storage spaces are occupied with goods.

If there are not enough storage spaces left for the goods sold you during the last game turn, you nonetheless receive the full money for them from the guild treasury.

The player who has the most value in Wonder Valley bills wins. Goods that are still on the gameboard (and also those in front of the players) are not paid out and thus are worthless.

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