

The Gnumies

Party encounters of the third kind

by David Parlett

background story: Markus Mergard

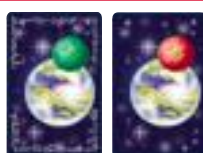
Players: 2–5 Players
Age: 8 years and up
Length: about 30 minutes
Contents:
 55 Gnumie cards, 11 cards in each of five colors (red, yellow, blue, violet, gray)
 53 Party cards valued from 1 to 15, including the Copicasters and the Wullawakis

Overview

The Gnumies and their friends from the planet Gnum love big Parties. They like to see Borsis, Dancemites, Boggelors or Divalettis as guests at their parties. But no one wants the dreaded Wullawakis at his party. The Gnumies and their friends are shown on the Gnumie cards, and the guests on the party cards. There are 4 of each party card valued from 1 to 10, and one of each party card valued from 11 to 15. The players try to win the most party cards, worth the most points, by playing their Gnumie cards. If a player has two or more party cards of the same value, their value multiplies. A player who wins the Wullawaki, loses points. The player with the most points at the end of the game is the winner!

Preparation

Separate the Gnumie cards from the party cards. Sort the Gnumie cards by the color of their numbers. Each player takes 11 Gnumie cards of one color as his hand. Ten of these cards have values from 10 to 100. The eleventh card, the Gnalli, has a star. The function of the Gnalli cards is described below. Place the unused sets of Gnumie cards (without players) back in the box; they are not used in the game. Shuffle all the party cards (with the green moon on the backs) and place them as a supply stack in the middle of the table.



back of a party card
back of a red Gnumie card

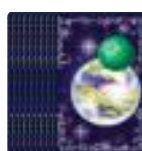
Playing the game

The game is played over several rounds. Each round is played in the following order:

- Any player turns over the top-most card in the party supply stack. He places it face up next to the party supply stack. The area in front of each player is their party room. This is where they will play cards in the game.



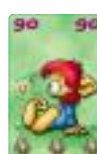
face-up Dancemite



party card supply stack

- Now each player selects a Gnumie card from his hand and places it **face-down** in his party room. When all players have selected and placed their Gnumie cards, they turn them **face-up** simultaneously, revealing to all the cards they selected.

- The player who selected and played the **highest** valued Gnumie card wins the face-up party card and places it face-up in his party room. In the adjacent example, the highest card is Vallygnum (90).



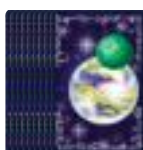
- If two or more players tie with the highest Gnumie card, the card among those tied with the largest number of Luckynits (the small figures at the bottom of each Gnumie card) wins the party card for the player who played it. In the example shown here, Grampa Gnumsen wins with the violet 80 and five Luckynits. The blue Grampa Gnumsen worth 80 has only 1 Luckynit.



- The player who wins the party card must discard, face-up, the Gnumie card he won it with. Thus, the players create a discard pile of Gnumie cards next to the party card supply during the game. **Players place all party cards they win face-up in their party rooms for all to see throughout the game.**



face-up Dimmeling



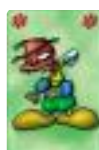
party card supply stack



Gnumie discards

- The other players take back their “losing” Gnumie cards, putting them in their hands. They may be played in any following round. The round is now over. The new round begins with a player turning over the next top-most party card from the party card supply stack.

The special Gnumie card: Gnalli



If a player does not want to try to win the face-up party card for a round, he may play his Gnalli Gnumie card. **Note:** a player may not play his Gnalli card when the Wullawaki card is the face-up party card. When a player plays his Gnalli card, he does not participate in the quest to win the face-up party card. Instead, he takes the top-most face down card from the party card supply stack and looks at it secretly. He then has three options:

- He gives the party card to the opponent of his choice (no negotiation allowed!). His opponent immediately places the party card face-up in his party room. The player giving the party card, takes his Gnalli card back into his hand and may play it again in another round.
- He keeps the party card for himself, placing it face-up in his party room. He then discards his Gnalli card.
- If the party card drawn is a Wullawaki (see the special rules for Wullawakis below), the player must keep the card for himself, placing it face up in his party room. He then takes his Gnalli card back into his hand and may play it again in another round.

If more than one player plays his Gnalli card in a round, all players playing Gnalli cards take them back into their hands and may play them again in other rounds. None of these players may take the top-most party card. If all players play their Gnalli cards, all take them back into their hands and may play them again in other rounds. Then they all play other Gnumie cards. No player is allowed to play their Gnalli card again this round.

As the game progresses, players will have ever fewer cards in their hands. If a player only has his Gnalli left when a Wullawaki card is the available face-up party card, he reveals this card to his opponents and does not play a face-down card this round. When more than one player is in this position, each discards his Gnalli card, takes the top-most card from the party card supply stack (in age order, starting with the youngest player), and places the card drawn face-up in his party room. Such players have finished the game (see **Game end** below).

The special party card: the Wullawaki



There are 7 Wullawaki cards in the party card supply stack. When one is the face-up party card available, the player with the **highest** played Gnumie card wins the Wullawaki card.

The player winning the Wullawaki card places it face up in his party room and takes back his played Gnumie card into his hand. He may play it again in later rounds. All other players must discard their played Gnumie cards.

The special party card: the Copicaster



When a Copicaster (see **Scoring** below) is the face-up party card available, the player with the **lowest** played Gnumie card wins the Copicaster card.



The player who wins the Copicastor must discard the Gnumie card he played. Each other player takes the card he played back into his hand.

If more than one player tie with the lowest Gnumie card, the player whose card has the most Luckynits wins the Copicastor. In the above example, the yellow Celin (10) wins with 4 Luckynits. The red Celin (10) does not win as she has only 1 Luckynit.

Game end

When a player has no more Gnumie cards in his hand, the game is over for him, but the other players continue. When only one player has Gnumie cards left, he discards all his Gnumie cards and takes party cards from the party card supply stack equal in number to the number of Gnumie cards he just discarded. He takes the top-most cards (no choosing) and places them face-up in his party room. If there are not enough cards in the party card supply, he just takes those that are there. The game now ends and the players score. The player with the most points is the winner!

Scoring



If a player has one or more Wullawaki cards in his party room, he must discard party cards before scoring as described below:

- With **1** Wullawaki card, the player discards the Wullawaki and the lowest valued party card in his party room (even if he has more than one of that value).
- With **2** Wullawaki cards, the player discards the Wullawakis and the highest valued party card in his party room (even if he has more than one of that value).
- With **3 or more** Wullawaki cards, the player discards the Wullawakis and one other party card of his choice for each Wullawaki card he has.

The points are now scored in the following way:



A single party card of one type scores the value shown on the card. The Borsi on the left scores, for example, 1 point.



Two of the same kind of party card (a pair) scores **20** points, regardless of the values shown on the cards.



Three of the same kind of party card scores **50** points, regardless of the values shown on the cards.



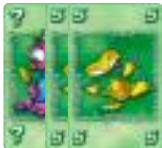
Four of the same kind of party card scores **100** points, regardless of the values shown on the cards.

Five of the same kind of party card scores **150** points, regardless of the values shown on the cards.



If a player has a Copicastor, the Copicastor takes the form of the lowest valued other guest in the player's party room. This insures that the player will have at least a pair of like party cards and may even have a set of five!

Scoring example



The Dancemites are the lowest valued guests in the player's party room. As the player has a Wullawaki, he must discard a Dancemite with the Wullawaki, yielding 0 points for the two cards.



Fortunately, he also has a Copicastor, who becomes a Dancemite, and restores the Dancemite group to three.

The two Dancemites plus the Copicastor earn	50 points
The Dumbball earns	6 points
The two Trendis earn	20 points
The Dimmeling earns	10 points
The Rapster earns	13 points
The Dancemite with the Wullawaki earns	0 points

99 points

The Planet Gnum and its inhabitants

When the **Gnumies** throw a party, it quickly becomes the biggest event on Planet Gnum, the fourth planet of their solar system in a far-off galaxy. **Grampa Gnumsen**, his nephew **Gnum** and their friend **Vallygnum**, along with her baby **Gnibblegnum** get together with their friends, the **Breggels**: **Deejay**, **Friggie**, and **Frizzie**. Together, they all put their heads and other appropriate appendages together to plan the bash. They are supported in their efforts by **Uzleboozle**, the small flying **Bangie Celin**, and the **Jacknix Muffie**. Of course, **Gnalli** has heard of the party and, in spite of all efforts to the contrary, helps in his own special way: meaning he tries hard, but keeps doing things backwards, making the preparations harder on everyone else.

Organizing a Gnumie party is far from simple. For example, the most important guest, because he provides the music, is the 40 foot (not 40 footed) **Grovellor**. Just making space and travel arrangements for such a creature is a major undertaking. After the **Grovellor**, the party needs the services of a good **Fogmunk** to produce the ground fog needed by the **Grovellor**. To make sure everyone has fun, the party needs an untamed **Boggelor**. With his springy legs and feathered feet, he can throw a guest over 100 feet into the air for the flight of their life. As his aim is perfect, the guests always land in the safety net.

To help others get to the party, the **Trendis** travel around the planet like buses bringing other party guests like the graceful **Dancemites**, talkative **Divaletti**, and ground hugging **Tootherus** to the party. The **Jacknix**, with their two brains are simply marvelous on Bongos. A **Rapster**, naturally, is needed to supply lyrics to the music. To help the guests relax, the party needs at least one **Dumbball**, to massage their tired muscles after hours (or minutes) of dancing. **Dimmings** are noted for adding just the right amount of dim light to the party, allowing guests to wander the grounds after dark. For the after-dark fireworks, none can match the exciting plasma displays produced by the **Yabbings**. In addition, if two **Borsis** touch, they explode in a spectacular firework display, but they rematerialize a few seconds later. This is how they mix their genetic material. To preserve a positive atmosphere, as in a big football stadium, **Gnumies** invite **Happy Herbies** with their permanent euphoric laughter. And to keep everyone healthy, for **Gnumie** parties can last quite long and be exhausting, the **Placebo**, the best healer on the planet, is a very welcome guest. Sometimes even the **Gnumies** see a guest they do not recognize. This is likely a **Copicastor**, who is always morphing into new forms, because he is always searching for himself and the perfect form he should take. The **Gnumies** feel very lucky when meet small, atomic-sized **Luckynits**. According to tradition, when anyone meets a **Luckynit**, luck will follow him for a full day. But **Gnumies** fear meeting too many **Luckynits** as their craziness is rumored to be infectious and can transform a normal **Gnumie** into a crazy **Gnumie**.

Guests are always wary of **Wullawakis**. Some even leave a party when they encounter one. But they are not really evil, it is just that some have the bad habit of taking things belonging to others. Still, they can add excitement when a party begins to grow boring. (see www.gnumies.com)

