

The Garden Gnomes Society

Two player rules

When playing The Garden Gnomes Society with only two players, the society member Hubertus Schmiedel also joins the game. Herr Schmiedel will, however, only take part when a player tries to find a breeding partner for one of his gnomes or offers one as a mate. He will neither send his gnomes to competitions nor try to breed new specimen - according to rumour, he uses his gnomes (and leased breeding mates) to reenact famous battles of the english Rose Wars in his backgarden.

Herr Schmiedels participation changes the usual rules of the game as follows:

Game setup

After both players have taken their cards and bidding chips, they decide on a kind of flower for Herr Schmiedel and place the gnomes and the garden card of that flower on the table. Apart from these cards, Herr Schmiedel will get **5 bid chips** from the general supply (2 x 50; 2 x 100; 1 x 200).

Look for a mate

Both players make their secret bids as detailed in the rules. After both bids are revealed, the price for a gnome from Schmiedels collection is determined by drawing 2 bid chips at random from the 5 chips he got during setup. The value of both chips is added to the value of the gnome for whom the active player is trying to find a mate. This is Schmiedels price. As usual, the lower bid gets the deal, unless both bids are higher than the maximal price set by the active player.

If Herr Schmiedel gets the deal, the active player pays the petals directly to the bank and gets a breeding partner of the same rank as his gnome from Herr Schmiedels collection. Both gnomes are placed in the players shack as in the usual game; after breeding the leased gnome is returned to Herr Schmiedel.

Offer a mate

The basic principle is the same as above: after both players have revealed their bids, Herr Schmiedels price is determined by randomly drawing two of his bid chips and adding the value of the gnome offered by the active player. The highest offered price has to be taken if it is above the minimal price set by the active player.

If Herr Schmiedel bids the highest price, the offered gnome is put into his garden, its owner gets the money from the bank and can take back his gnome after Breeding (phase 3).

Example: In a two player game, Christine is looking for a mate for her red-capped gnome. She secretly places a maximal price of 550 petals into her bidding hand. Manuel decides on a price of 500 petals for the services of his unoccupied orang dwarf. Both simultaneously reveal their bids and then check the price for a gnome from Herr Schmiedel. From his bid chips, they randomly draw a chip with a value of 100 and one with a value of 50, which results in a total price of 450 petals: 300 for the basic value of a red-capped gnome plus 150 for the bid chips. Christine pays 450 petals in the bank and gets a red-capped breeding partner for her gnome from Herr Schmiedel, while Manuel gets nothing.

Tactical advice

When the other player has no unoccupied gnomes left, but you have, it is entirely possible (and can be very effective) to offer a mate or look for one - just select your minimal or maximal price and then determine what Herr Schmiedel has to offer.



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