

GNOME EFFICIENCY TEAM

G.E.T. those books back on the shelves!

INTRODUCTION

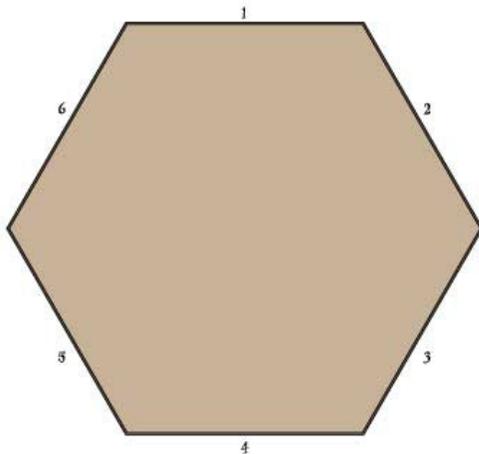
Without the tireless efforts of the Gnome Efficiency Team (G.E.T.) the Library will shut down! Only the G.E.T. understands the complexity of the ever-shifting library stacks.

OBJECTIVE

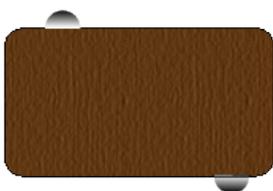
Shelve more items than the other gnomes on G.E.T. within the week!

SETUP

Build the library by starting with one of the floor pieces. This will be the main Lobby of the Library where all of the books are returned and the start location for each turn. Place a door marker on the number 1 side.



Add the desk and computer station to the



main lobby.



- Next, add each section of the library.
- Roll a die to determine which wall connects to the next room. If a 1 is rolled, reroll the dice.
 - Repeat the process for the next floor piece. If an occupied space is rolled, the next piece connects to that room. Reroll for which wall connects.
 - Continue laying out each floor piece, adding door markers between each.

- Add shelving areas next.
- Pick a room and roll all four dice. Whichever dice is the highest, that section is assigned to that room. Lay out the two shelving units matching the dice color. In case of a tie, remove other dice and reroll.
 - Move to the next room and roll the remaining colors of dice, assigning each section to a room.
 - Orange is the Fiction Room.
 - Blue is the Movies Room.
 - Brown is the NonFiction Room.
 - Green is the Childrens Room.

Shuffle each deck and place them face down beside the library within the reach of the players. These are the return decks.

Shuffle the character cards and deal one to each player.

Place the Hourglass on the first day of the week of the timeline.



GAMEPLAY

Each player aims to shelve the most items over the week. Play begins with each player rolling a dice, highest goes first.

TURN SEQUENCE

On each turn a player must decide whether to **Empty the Bookdrop** or **Shelve Carts**.

EMPTYING THE BOOKDROP

The player rolls all four dice and draws the number of cards indicated on each dice, matching the color of the dice with the color of each return deck.

These cards represent the items returned, which the player will use to assemble into carts. Each **cart** must have **four items of all four colors**.

A cart with a full sixteen items is ready to shelve.

SHELVE CARTS

A player with a cart ready to shelve may decide to shelve the cart for their turn. To shelve a cart, **flip the hourglass**, place your player card into the room where you're working and interfile the cards into the stacks.

Only completed carts count for your player score!

When the hourglass is done, **the player must stop** for scoring.

If the player finishes a cart and has time remaining on the hourglass, they may attempt additional carts.

SHELF-READING / SCORING

The player rolls a single dice for an **accuracy metric**. They must have fewer errors than this

number for the cart to count. The previous player checks each shelf stacks to make sure that the items are in order, fixing errors as they are discovered. If the number of errors **exceeds or equals** the accuracy metric the cart doesn't count.

Players who successfully shelve more than one cart must still meet the same accuracy metric or have all carts discounted.

For each cart shelved correctly, the player receives one point, marked on the score sheet for that day.

END OF THE DAY

After all players have completed their turn for the day, the hourglass moves to the next day and the sequence repeats itself. The player with the **highest score** at the end of the week **wins**.

COOPERATION

Players may cooperate while playing. Players may choose to:

- Trade cards.
- Help one another organize items.
- Shelve carts.

TRADING CARDS

Players may swap cards and make trades at any time except when shelving a cart.

ORGANIZING ITEMS

Players may help one another sort and organize items when building carts, or while shelving if a player is unsure about the order of items.

SHELIVING CARTS

Players may offer to help another player shelve a cart. In that case, the player(s) places their character cards in the room to indicate where they are shelving. Cart points are divided among players shelving a cart successfully, e.g., two players successfully shelve a cart and each get a half point.