

Board Game

Gnome Crystals™ 3SG-3005



Three Sages Games



*Packing companion for
Elvish Checkers game.*

Fabric play-mat format.

Gnomes. Some love them, some hate them but everyone agrees that the little guys know how to have fun and enjoy themselves. As they value crafty thought as much as luck, and they love to play jokes on each other it is no surprise that their most famous game reflects all three elements.

Gnome Crystals evokes a fantastical feel by matching a fabric board with crystal play pieces for a very hands-on game. It's hard to resist handling the crystals once they are laid out. Each player is attempting to create sets of three crystals in a row while foiling the attempt of their fellows to do the same. You never count your score until the last crystal is played as players can squabble for coveted spaces, knocking each other off the board.

This is a 50-50 mix between strategy and luck. Foiling your opponent's plans is a big part of game play - the "zap" factor as the gnomes call it. With three or four players there will be no avoiding contested spaces. There are two larger crystals that double the score of any line they are in, increasing the tactical options. The rules are very easy master making this a great family game. With a quick play time of about five to ten minutes (plus another 3-5 per third and fourth player) it works as a party game and is great for travel or filling time between classes or other activities. It's also a great "cross-over game" for non-gamer friends.

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Selling Points For Your Store

- * Gnome theme will draw some buyers on their affinity for fantasy or gnome titles.
- * Cross-over game with appeal to both adventure gamers and the family game crowd.
- * Distinctive packaging allows view of what's inside. Showcases the nature of the set.
- * Multiple target customers: Family Game, Party Game, Gnome fans, Fairy fans, Adventure gamers (a great little game to play during downtime of other long playing games).

Display and Cross Selling Suggestions

- * Display with gnome character facing out to draw attention.
- * Group with fantasy theme displays if possible.
- * Place with Elvish Checkers or other small packaging format games
- * Place near the register as a semi-impulse buy item.
- * At this price point and quick playing time it is a good pitch as a title that gamers can talk their "non-gamer" friends into trying.

Initial Contact Sales Pitches

"If you like fairies and gnomes then you'll want the gnome's own game right?"

"Gnome Crystals is quick, easy fun mixing strategy with blind luck. The zap factor of messing up the other player's plans usually results in a rousing game time after time."

"This is a great little family style game. Ages 9 and 10 can easily grasp the rules and there's a great deal of player interaction with each other."

Purchasing Information

Available: August 2007

Suggested Retail Price: \$ 15.95

Product Line: More titles with fabric mats and tube packaging are scheduled to allow groups of tubed games to be displayed together. Elvish Checkers has been released and more are in the works.

Complexity: Easy to play and explain.

Number of Players: 2 to 4

Duration of Play: 5 minutes average 2 players, 10-15 for 3 or 4 players

Ages: 10 and up

Sales Person "Nutshell" Description Pitch

Gnome Crystals™ is a mix of luck and part skill. From 2 to 4 players can play and each is trying to create three-in-a-row sets of their color crystals. The column and row that can be played in is rolled each time and players can "squabble" for exact intersections. Two of the fourteen crystals each player has are large ones that count as double score and gain a bonus for contesting a space to increase the strategic element. With more than 2 players the board fills before players use all their crystals which sets up plenty of squabbles over spaces. Doubles played on the exact intersection allow an extra roll and crystals that can't find an open space are lost from play so you the game can finish without all your crystals on the mat. Once the dust settles and the last turn has been taken the score is counted for each player.

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