

	<h1>Ludago</h1>	 2 – 4
		 Medium
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Equipment

- 3 trios of the same color per person
- 1 Tree House Die
- 1 Lightning Die
- 4 Martian Coasters

Goal

Be the first to get 10 points in a row.
(Orthogonal or Diagonal)

Setup

Decide who goes first and the color for each player. Give them the correct color board. Place the 4 Martian Coasters in a square in the middle of the play area. Place a Large piece in the middle of you color board.

How to Play

Each player will take turns rolling the Tree House and Lightning dice and completing their actions. They may take the die actions in any order.

Tree House Die Actions



Pick one of the 4 boards and as if you were to tip it one direction and slide all pieces in that direction 1 space. Pieces may slide onto another board and/or bump other pieces. If a smaller piece bumps a larger piece those pieces do not move. If a piece were to fall off the board give that piece back to its owner. Boards can only be tipped from an outside edge.



Place a piece on any board and rotate any board 90 degrees in either direction.



Change a board's orientation.



Swap 2 boards, but they must keep the same orientation.



Move one board from its location to another location. The orientation of the board may be changed. You may not leave a board not connected to anything.



Choose any action of either die.

Lightning Die Actions



Zap - Reduce one of your opponent's pieces in size by 1. If it is a small remove that player's piece from the board. If a replacement piece cannot be placed then this action cannot be done. You cannot zap a player's last piece.



Swap places of one of your pieces with one of your opponent's pieces that are on the board. They must be the same size.



Divide 1 of your piece into 2 smaller pieces. (A large becomes 2 mediums and a medium becomes 2 smalls.) You cannot go down if you do not have the pieces. Place one piece in the original location and the new piece in an open adjacent square orthogonally or diagonally.



Grow your piece 1 Size larger. You may grow a small in any space on your own board in an empty space.



Move one of your pieces on the board one space orthogonally. A piece may move on top of another piece or a piece that is on bottom may move to the top of a stack. The piece on bottom does not count towards your points and may not move into another space while on the bottom.



Wild - Choose any action of either die.

You must complete the actions on each die and if an action cannot be done it becomes a wild.

If you or an opponent do not have the piece(s) needed to perform an action (ex. Divide or Grow), you cannot take that action.

How to Win

The person that gets 10 points in a row wins the game.
(Orthogonal or Diagonal)

Larges = 3points

Mediums = 2points

Smalls = 1 point