Lemminge

Roger's Rules: Firedrake/BGG

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Objective

The winner is the first player to get all their lemmings across the finish line.

Set up

Each player chooses a colour, and takes the colour reminder card. Their lemmings are placed at the start.

Take one value-2 card of each terrain type and lay them out in a row; put the three tiles matching that card near the card. The six pale-green tiles form a separate pile.

Pick a starting player.

Shuffle remaining terrain cards and deal initial hands to players. Last player gets 6 cards; previous player gets 5; etc. down to 7-(# players) for the starting player.

Play

Take turns in order round the table.

On your turn, either:

(1) Discard as many cards as you like, then fill your hand to 6. If the draw pile becomes empty before you reach 6 in hand, check the terrain piles; if any of them has both "0" cards visible, discard the entire pile except for one "0". Then shuffle all discards to make a new draw pile and continue.

Or:

(2) Play a card from your hand.

(2a) If it is less than or equal to the lowest-numbered card on the terrain pile of its type, add it to that pile leaving all cards visible; you gain movement points equal to the sum of all cards in that pile.

(2b) If it is greater than the lowest-numbered card, all cards already in the pile are discarded and the played card forms the base of a new pile. You must first place a terrain tile of that type; or, if they're exhausted, a pale-green clear terrain tile; or, if they're also exhausted, nothing. You may place the tile on top of existing terrain, on another tile (the older tile leaves play), and/or under a lemming. You gain movement points equal to the value of the card you played.

You may use as many of your movement points as you like, but only on one of your lemmings in a turn. You may move into clear hexes or hexes of the terrain type you played, for 1 point each. You may push one or more lemmings in a line by moving into an occupied hex (the lemming in that hex is pushed out of the opposite side, which may push the lemming in the next hex one space further, etc.): each one you push costs one extra movement point, and there must be a clear space at the end of the line (you can push lemmings over the finish line, but not off the edge).