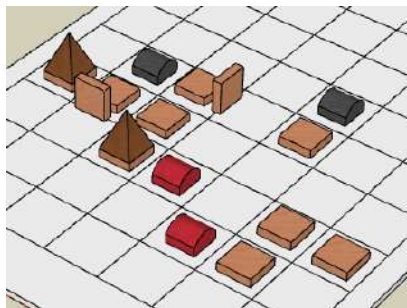


Objective of the Game

Each player starts with 2 pawns. The objective of the game is to move both your pawns across the grid to the other side of the board and exit the grid. **The first player to have both their pawns exit the grid wins.**

Components

- 1 Game board
- 8 Pawns (2x of each color)
- 40 Neutral square tiles
- 8 Mountains



Setup

Randomly draw pawns, red player goes first. Play continues clockwise.

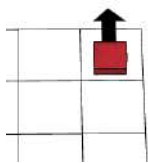
Place one pawn in each of the designated starting positions just outside the grid. These pawns are not technically "on the board" yet. It takes one turn to start a pawn and bring it onto the playing grid.

Each player gets two Mountains. **In a 2-player game**, each player gets 3 Mountains.

Each turn, you must make a Movement and an Action.

How to Win

To win the game, you must maneuver your two pawns to each corner on the opposite side of the board and have both your pawns exit off the grid.



You must have one pawn exit out of each corner. In other words, you cannot have two pawns exit from the same space. Once your first pawn exits from one space, your second pawn must exit from the other space.

In a 2-player game, the pawn that starts in the bottom left corner must exit out the top right corner and the pawn that starts in the bottom right corner must exit out the top left corner.

Rule Clarifications

If you do not have at least one tile underneath your pawn when you reach the last space, you cannot exit this turn (but you may exit the next turn by moving one space off the grid).

You do not need to drop all collected tiles for a pawn to exit. Any extra tiles still held are lost when you exit the grid.

A pawn that has not started onto the grid yet may not block a pawn attempting to exit.

You cannot move a pawn after it has exited but you must still perform an Action.

Movement

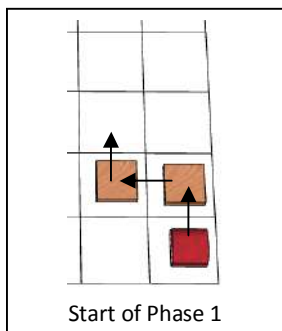
Movement is done in two phases: 1) Collect Phase and 2) Drop Phase.

You have the option of moving any one of your two pawns each turn. You must move one but you cannot move both in a single turn.

Phase 1: Collect Phase - You must move your pawn one space. You may move up, down, left, or right, but not diagonally nor onto another pawn.

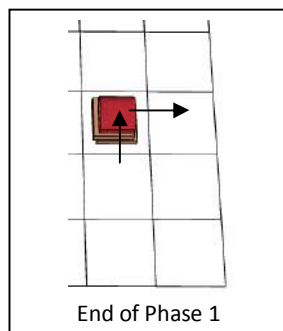
If on the first move of this phase you moved your pawn into an unoccupied space, do not go to Phase 2. The only thing left for you to do is to perform an Action.

If on that first move you moved into a space occupied by a neutral tile, you must collect



Start of Phase 1

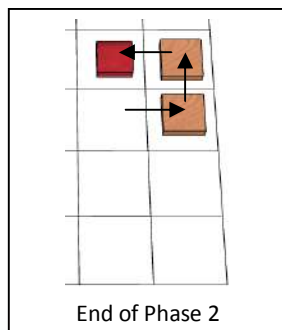
that tile by stacking it under your pawn and move another space (bringing with you all tiles collected so far this turn). If you move into another space occupied by a neutral tile, repeat the process until you finally move into an unoccupied space.



End of Phase 1

Regardless of how many spaces you move, Phase 1 will always end when you land in an unoccupied space.

Phase 2: Drop Phase - In this phase you must drop, one-by-one, all the tiles you collected in Phase 1. (If you did not collect any tiles in Phase 1, skip this phase). Begin by moving your pawn and all collected tiles, into an adjacent unoccupied space. If you have not dropped all your tiles then leave one tile in this space and move again. You must repeat this phase until you have dropped all collected tiles and have moved your pawn, alone by itself, into an unoccupied space.



End of Phase 2

Again, you must drop all collected tiles and your pawn must land alone on an unoccupied space to end this phase. If you are unable to drop all your tiles, you must undo your move and try again.

Restrictions on Movement

You cannot move diagonally. This means you can only move up, down, left, or right.

You cannot start Phase 2 until you have completed Phase 1 and you cannot go back to Phase 1 after you begin Phase 2. In other words, you must first move by picking up tiles,

then continue moving by dropping off those tiles. You cannot switch between picking up, dropping off, then picking up tiles again in a single turn.

You cannot move into a space blocked by a wall, occupied by a mountain, or occupied by another pawn (yours and/or your opponent's). If you are in Phase 2, you cannot move onto a space occupied by a tile.

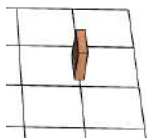
Actions

Each turn, you must also perform an Action. One action per turn - no more, no less. An action can be any one of the following: 1) Place a tile, 2) Place a wall, 3) Remove a wall, or 4) Place a mountain (two max per player).

Place a Tile - You may place a tile by placing a flat neutral tile in any unoccupied space on the board. You can only place a neutral tile after you have finished moving. You cannot remove any neutral tiles.



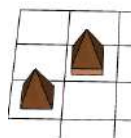
Place a Wall - You may place a wall by placing a tile on its side, between any two spaces to block a player from moving between those adjacent spaces. You may place a wall at any time during your turn.



You cannot place a wall back into the same position if it was previously removed by any player in their last turn. You cannot place a wall directly in front of an exit nor in a space that breaks a string of connected neutral tiles/pawns. You are, however, allowed to place a wall between two adjacent pawns.

Remove a Wall - You can remove any wall, but you may only remove it at the end of your turn. You cannot place a wall and remove another wall in a single turn.

Place a Mountain - You may place 2 mountains per game. A mountain can be placed at any time during your turn and can be placed on almost any space (including one already occupied by a neutral tile).



You cannot place a mountain in a space that would permanently block an exit nor on a space currently occupied by a pawn. Once placed, a mountain cannot be moved and no piece may move onto that space.



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