

MANUAL / ANLEITUNG
ENGLISH / DEUTSCH



Two ways to pick up the Lifter

Zwei Arten den Lifter abzuheben

Index finger / Zeigefinger



Hold down the Top Center of the Lifter.
Drücke den Lifter oben mittig nach unten.



Pull up the middle part.
Zieht das Mittelteil hoch.



Move the Lifter straight up.
Entfernt den Lifter gerade nach oben.

Thumb / Daumen



Hold down the Top Center of the Lifter.
Drücke den Lifter oben mittig nach unten.



Pull up the middle part.
Zieht das Mittelteil hoch.



Move the Lifter straight up.
Entfernt den Lifter gerade nach oben.

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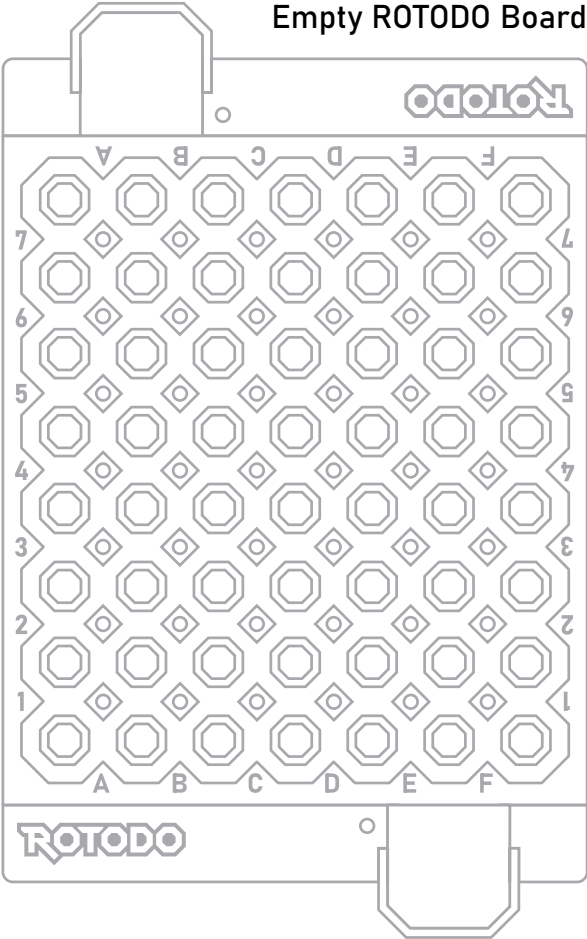
Deutsch | English

Visit:

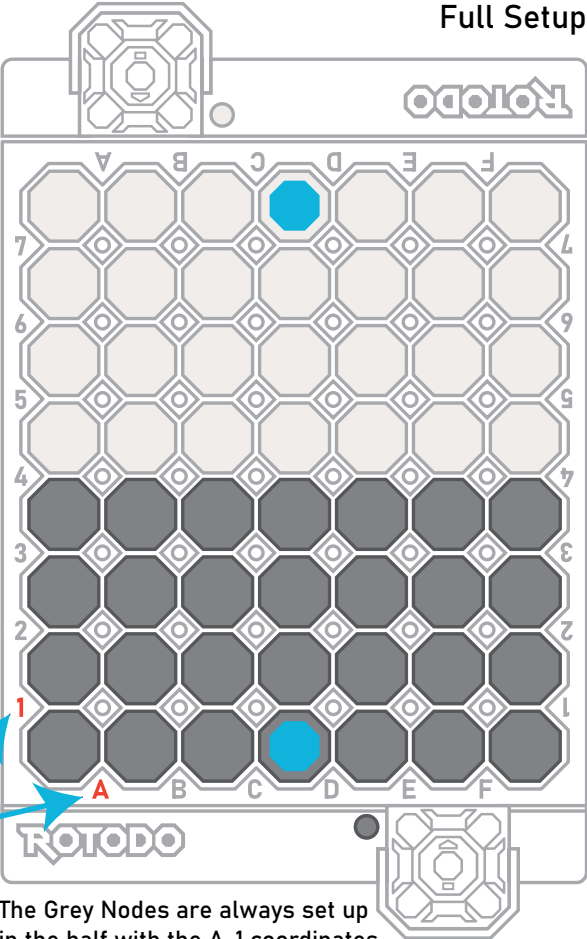
[ROTODO.COM](https://www.rotodo.com)

for Manuals / Videos / Shop / etc

How to set up the board



Empty ROTODO Board



Full Setup

Contents

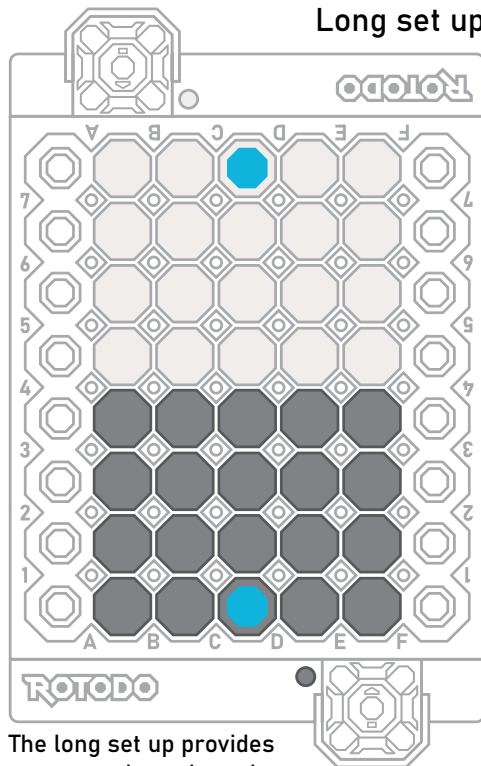
- 28 white Nodes (incl. one spare)
- 28 grey Nodes (incl. one spare)
- 1 grey/turquoise MainNode
- 1 white/turquoise MainNode
- 2 white Markers (incl. one spare)
- 2 grey Markers (incl. one spare)
- 2 Lifter
- 1 Game Manual

The Grey Nodes are always set up in the half with the A-1 coordinates.

Board set up variations

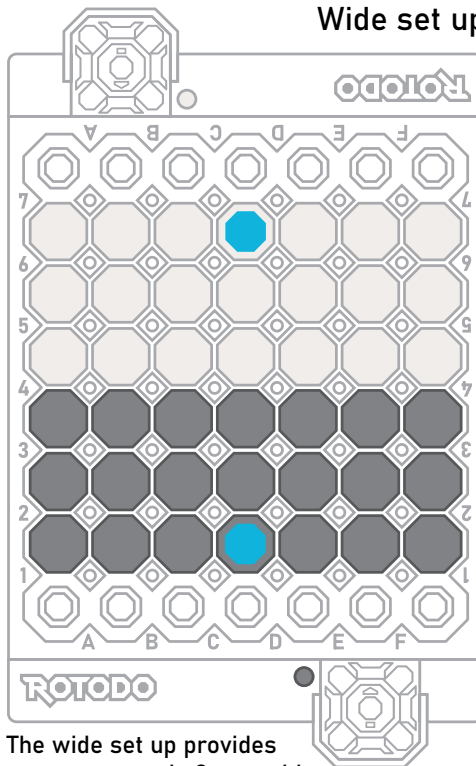
The game board can be set up for different playtimes and challenges.

Long set up



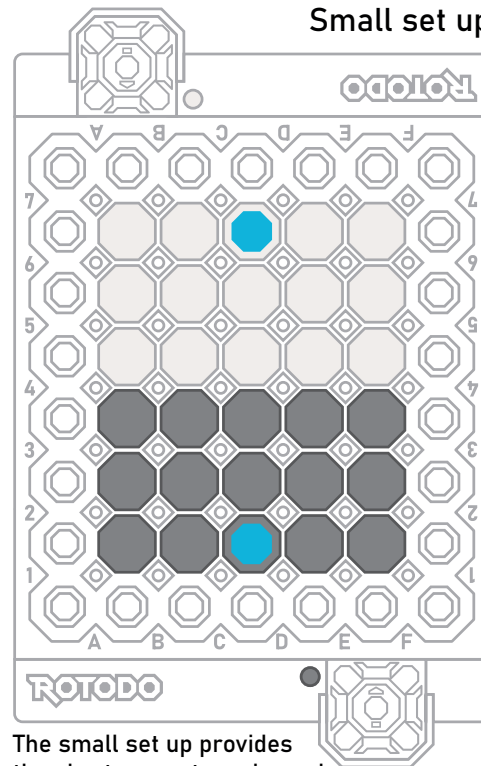
The long set up provides a more action oriented Game with reduced playtime.

Wide set up



The wide set up provides a more strategic Game with reduced playtime.

Small set up

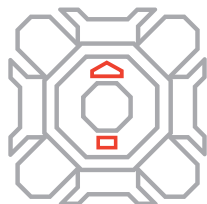


The small set up provides the shortest most condensed play experience. Ideal for a short Game.

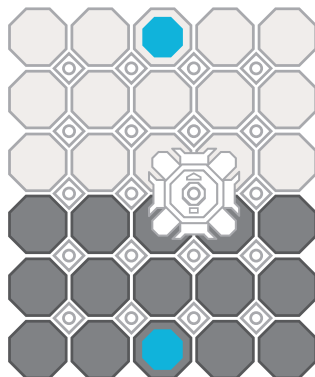
Moving forward, the small set up will be used to explain the rules.
The rules remain the same however you set up the Board.

How to move

ROTODO is played with the „Lifter“, which uses magnets to pick up and rotate four Nodes at once.

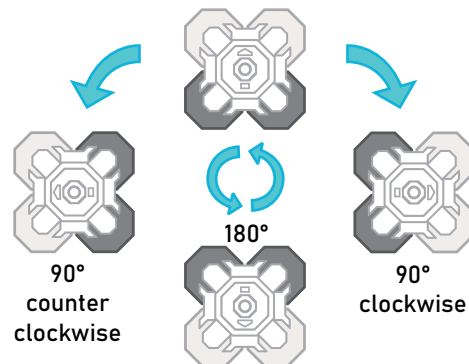


The arrow on top of the Lifter has to point towards your opponent when you start your move.



Grey always starts the game. Once you placed your Lifter, the position (coordinates) can no longer be changed -in this move-

You have three options to rotate it. A 360° turn would be considered an illegal move.



It is allowed to test different rotations. The arrow informs about the initial position. Once you found the wanted rotation, you end the move by inserting the Marker into the top of the Lifter.

One move in summary:



1.- Select a Position



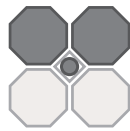
2.- Place the Lifter



3.- Rotate the Lifter



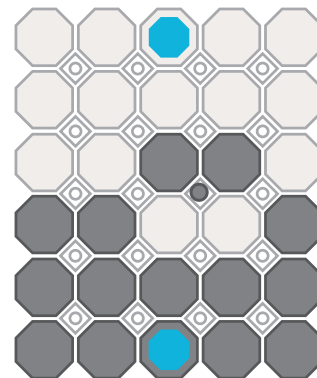
4.- Insert the Marker



5.- Remove The Lifter

The Board after Greys Turn.

The next player cannot use the same rotation center (the one with the Marker) for its move.



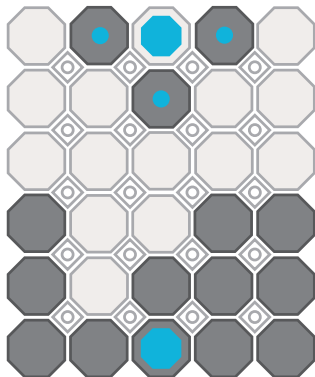
How to win Rotodo

There are two conditions that have to be met at the same time in order to win. Isolate and connect.

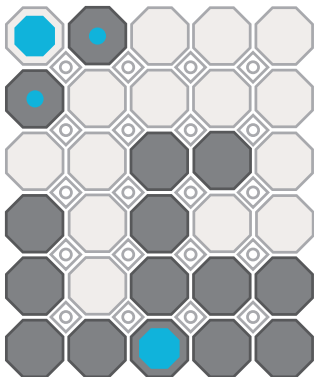
Condition One

Isolation

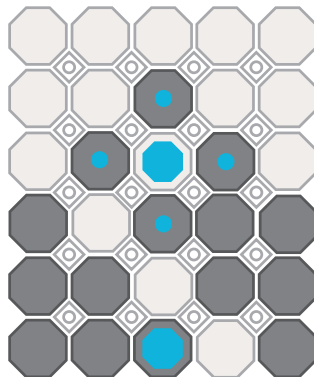
You have to isolate the Opponents MainNode. For this the MainNode needs to be cut of from Nodes of its Color. Only horizontal and vertical connections need to be „Cut“. There are no diagonal connections between Nodes.



The white MainNode is isolated.



The white MainNode is isolated.

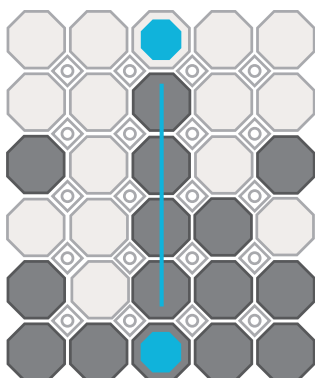


The white MainNode is isolated.

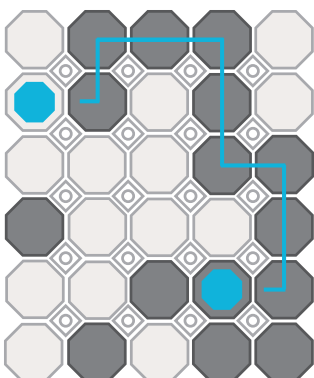
Condition Two

Connect

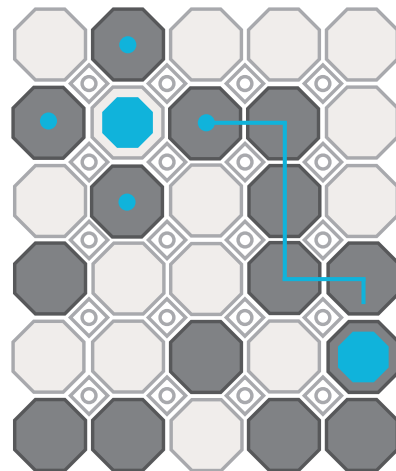
You have to build a direct connection between your and the Opponents MainNode. This connection does not need to be in a straight Line. No diagonal connections between Nodes are allowed.



The grey Node is connected to the white node.



The connection between the nodes can take any shape. As long as there are no diagonals.



Both Conditions are met. Grey Wins.

The different Nodes

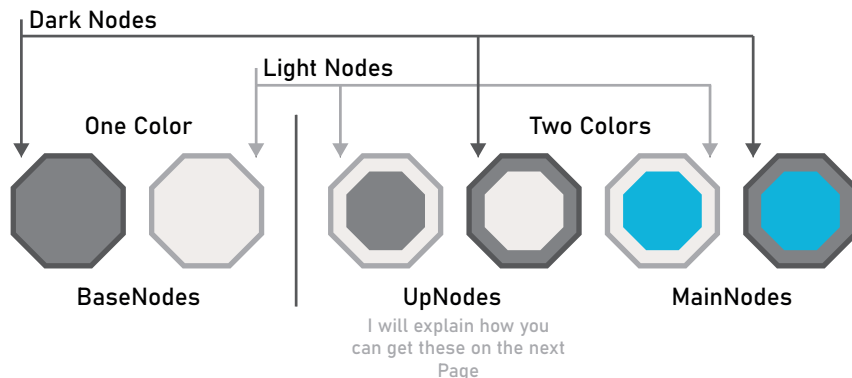
Not every Node can turn every Node.

There are two different kind of Nodes in Rotodo.

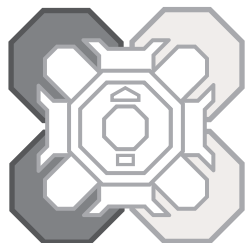
The single colored ones are called BaseNodes. They come in Grey and White. The two colored ones are either the MainNodes or the UpNodes. A one-colored Node can only turn a one-colored Node(s).

(with one exception which will be explained on the page after next). In order to turn two-colored Nodes of your opponent you need to have at least one two-colored Node in your Lifter.

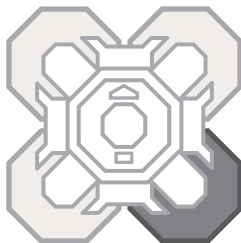
Only the rim color of a Node determines to which side it belongs. (Dark or Light) The inlay only informs about the Power Level. Each Node only belongs to one side.



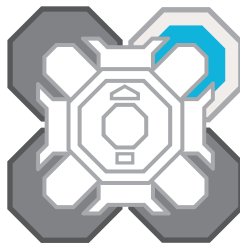
A couple of examples



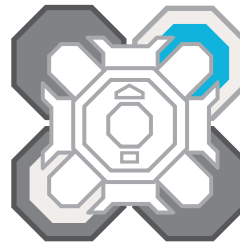
Grey and White can turn the Lifter. Both have equally colored Nodes in the Lifter.



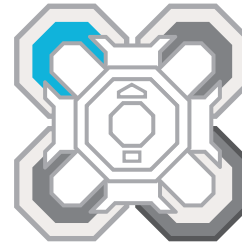
Grey and White can turn the Lifter. It is not about the numbers. You just have to match Nodes.



Grey can not turn the Lifter. Grey can not match the highest value Node of White. White can turn it.



Grey and White can turn the Lifter. Each side matches the value of the others highest Node in the Lifter.



Grey and White can turn the Lifter. It is not about the numbers. You just have to match Nodes.

Upgrading the Base Nodes

Every BaseNode can be upgraded

In order to upgrade a BaseNode to an UpNode, one of two things has to be done.

You can build a horizontal line from left to right (or vice versa), in your opponent's playing half. The line has to be made entirely from BaseNodes. When you achieved this you can flip one of the BaseNodes from within that line to make it an UpNode.

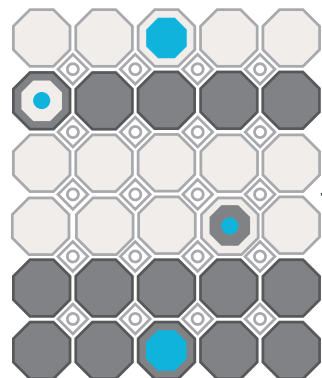
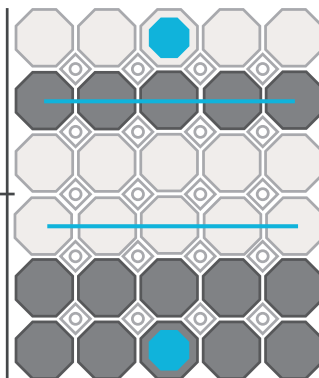
The other option is to build a vertical line from bottom to top (or vice versa). The line has to be made entirely from BaseNodes. When you achieved this you can flip one of the BaseNodes from within that line to make it an UpNode.

There is one limitation to this. When completing your line you are not allowed to have either an UpNode nor a MainNode, of your color, in the Lifter.

You can flip your node as soon as the Line is created. (Even if your opponent creates it.)

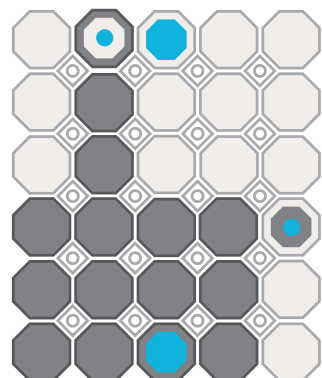
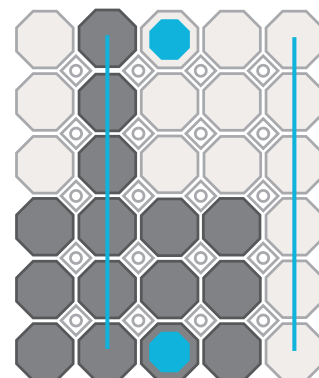
Grey can only form a Horizontal Line in this Half

White can only form a Horizontal Line in this Half



Here Grey and White have formed a Horizontal Line in the Opponents half. (It will not happen like this in a real game ;)

Each Player choose the BaseNodes they wanted to upgrade.



Here Grey and White have formed a Vertical Line. (Again. It will not happen like this in a real game ;)

Each Player choose the BaseNodes they wanted to upgrade.

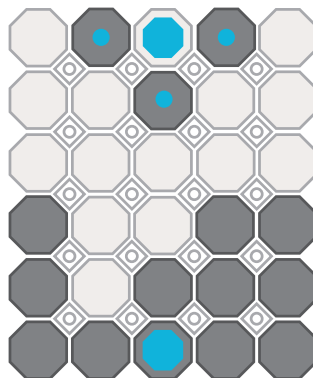
One more thing.....

There is one more way to move the opponent's MainNode.
Do you remember the two win conditions?
Isolate and Connect!
Even if you meet just one of them they are highly beneficial.

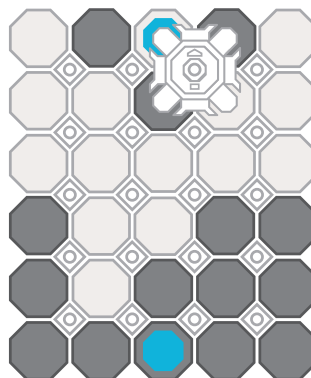
If you manage to isolate the opponent's MainNode you weaken it significantly.
Without the support from its Network you can even turn it with a BaseNode.

If you manage to Connect your MainNode the one of your opponent's, the BaseNode that connect to the opponent's MainNode receives a power Boost. This way you are able to turn it with said BaseNode.

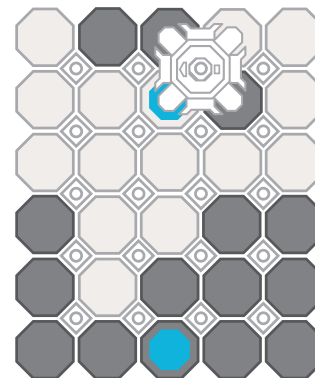
Isolate



The White MainNode is isolated and weakend.

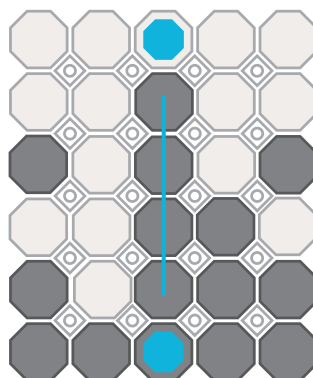


The White MainNode can now be turned with a BaseNode.

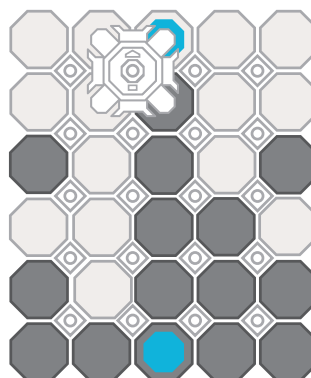


The Result. (90°CCW)

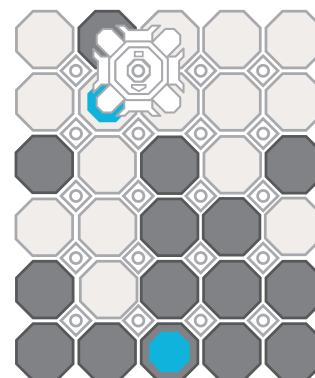
Connect



You MainNode is connected to the White MainNode. You receive a power boost



The White MainNode can now be turned with a BaseNode.



The Result. (180°)

Congratulation!! You are ready now!