LOGGER

DESIGNED BY ERIK DRESNER

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EQUIPMENT
- 20 Trios of any color
- 4 Smalls of an independant color
- Volcano Board
- 4 Meeples (or similar tokens) each of a different color

OVERVIEW

Two or more rival lumberjacks are competing to chop down the most trees for their business. However, standing in their way are tree-hugging hippies protesting the deforestation.

GOAL
The winner is the player with the most points after the game ends, which occurs when someone reaches 10 points.

TERMINOLOGY

- Seedling: a Large pyramid
- Sapling: a Large pyramid with a Medium pyramid on top
- Mature Tree: a Small on a Medium on a Large (i.e. a standard defintion Tree)
- Tree: Any Seedling, Sapling or Mature Tree on the board
- Protester: a Small of a color not being used for Trees
- Logger: A Meeple-type token which represents the player

No Diagonals: Any rule pertaining to movement or adjacency will be orthogonal only. Nothing happens diagonally in this game.

WHO STARTS?

The player who has most recently been to the woods, or chopped firewood, shall go first. (Or choose randomly.)

Use the Turn Token (or other memory aide) to remember who went first, as this will be important at the end.

SETUP

Place a Seeding in the center of the board. Starting with the first player, each player places his Logger on one corner of the board.

Each player begins with a Protester (or two Protesters for a 2-player game). Place these off the board, near the player's starting corner.

HOW TO PLAY

Each player's turn consists of three phases: Movement, Growth and Action.

Movement: Move your Logger up to two spaces. Loggers may not occupy or walk through spaces occupied by Trees or other Loggers.

Growth: All Trees in the same row and column as your Logger grow one stage: All Seedlings become Saplings and all Saplings become Mature Trees. Mature Trees produce one Seedling in any space adjacent to them unless unable. Please note that growth of all Trees is considered simultaneous, so no Tree should experience two stages of growth in one turn, nor should any newly spawned Seedlings also then grow. All Trees in your Logger's row and column must grow or spawn if able.

Action: There are three options in the Action phase: **Plant, Protest** or **Chop.** You must perform one action if able. This phase is skipped if your Logger is unable to perform any action.

- **Plant:** Place one Seedling in any space adjacent to your Logger.

- **Protest:** You may place one or more Protesters from your supply onto Mature Trees. Protested Trees may not be directly chopped down by any player.

- **Chop:** Chop down an unprotested Mature Tree adjacent to your Logger by removing it from the board.

KNOCKING DOWN BY CHOPPING

Chopping will create a domino effect. Any Mature Tree behind the first chopped Tree will also be considered chopped, and so on, regardless of whether or not they contain Protesters. This process stops when you reach either A) the edge of the board or B) a space occupied by anything other than a Mature Tree.

Any Protesters removed from felled Trees in this way are added to your supply.

SCORING

You score one point for each Mature Tree you remove during your turn.

ENDGAME

Logger is a game of equal turns. When a player reaches 10 points, the end game condition is reached. All players who have not had a turn this round will get one final turn.

For example, if Player 2 reaches 10 points. Players 3 and 4 will receive one additional turn, but Player 1 does not. However, if Player 4 reaches 10 points, the game ends immediately.

HOW TO WIN

The player with the most points at the end of the game wins. In case of a tie, the player with more Protesters in reserve wins.

OTHER NOTES

Digital Version: You can play this game online at BoardGameArena.com.