

# LOONEY DEJARIK

DESIGNED BY ANDREW LOONEY



2



FAST



SIMPLE

## EQUIPMENT

- 5 pyramids (2 Larges, 1 Medium, 2 Smalls) of 2 colors
- 4 Chance Cubes (binary dice)
- Printable gameboard



## OVERVIEW

This is a simple abstract game for two players. Each player has four pieces of increasing strength and point value. Combat is resolved by piece size plus a luck bonus and position bonus. To win, you must capture the enemy's Leader or leave them with no one to lead.

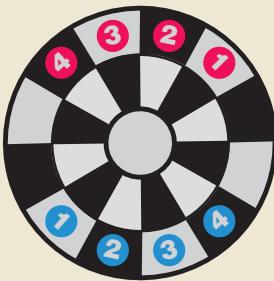
## HOW TO PLAY

**Who Goes First:** Roll one Chance Cube. The player whose color is shown on the cube goes first.

**Setup:** Arrange the pieces on the board as shown here. Place a Small on a Large to create the 4-point pieces.

**Overview of Play:** On your turn, you will move one (or maybe two) of your pieces and possibly launch an attack.

**Movement:** On your turn, you get 4 movement points to spend among your pieces (you do not have to use them all). Each type of piece uses movement points equal to its size to move one space. For example, you could move your



largest piece (the Leader) one space with your 4 points, or you could move your 2-point piece two spaces. Movement is only orthogonal (no diagonals), and only one piece may occupy a space at a time. Moving through/jumping over pieces is not allowed.

**Attacking:** To initiate an attack on an enemy piece, you move into its space, and battle to see who will remain there. The strongest combatant wins. Strength is determined by piece size plus Chance Cube results, plus bonus points, if applicable, for Support and for having the High Ground.

**Chance Cube Results:** Roll 4 Chance Cubes. You gain one Strength point for each cube that matches your color.

**Support Bonus:** If at least one of your pieces is adjacent to the space you are either defending, attacking, or attacking from, you get to throw the Chance Cubes again and add the results to your Strength score.

**High Ground Bonus:** The center circle is called the High Ground. If you are defending the High Ground, you get to throw the Chance Cubes again and add the results to your Strength score.

**Combat Results:** Each player will roll the Chance Cubes at least once, and possibly as many as three times, and add those results to the number corresponding to the size of the piece involved in the battle. The Defender takes all of their dice rolls, announces the number to be beaten, and then passes the dice to the Attacker to take all of their dice rolls. Here are the possible outcomes:

- **Loser:** Regardless of who launched the attack, the lower-scoring piece is removed.
- **Stand-Off:** In the event of a tie, the attacker is moved back to the space they entered from.

**Force Ghost:** When a piece loses, place it to the side of the board. These pieces become Force Ghosts, who each have a special power. Force Ghosts can only be used once, after which the piece is removed from the table. Force Ghosts are played after a battle to change the outcome:

- **3 Point Ghost:** Roll your Chance Cubes one more time, and add their value to your total.
- **2 Point Ghost:** The fight now ends in a tie.
- **1 Point Ghost:** Do the whole fight over again.

## HOW TO WIN

Either capture the other player's largest piece, or eliminate all of their other pieces, and you win!

This game was the Looney Labs Holiday Gift for 2025. Enjoy!

