



LOONEY LUDO



BOARD SETUP

Each player chooses a color and places the gameboard for that color in the center of the table. Four gameboards are used when playing with four or fewer players; arrange the four coasters in a square. (Notice the small dot in the corner of each coaster: to maximize fairness, place the coasters together with all of these dots in the center.) When playing with five gameboards, create a big plus sign, and with six, arrange the boards as a 2x3 rectangle.

PYRAMID SETUP

Mix up everyone's trio of pyramids and distribute them around on the gameboards, as follows, depending on the number of players:

- 2 Players: Place each medium onto the center square of the opponent's home gameboard. Place each Small onto the opposite color Large, and place these stacks onto the center squares of the remaining two gameboards.
- 3 Players: Make a stack with the three Mediums and place it on the center of the coaster not assigned to anyone. Then build three two-tone Small-Large stacks, and place each one on the center of the remaining gameboard of a color not included in the stack. (To maximize fairness, stack the tower of mediums in reverse turn order.)
- 4 Players: Build four mixed-color Trees and place each Tree in the center of the gameboard of the color not included in that Tree.
- 5-6 Players: Like four players, except that it becomes easier to place the Trees onto gameboards of a color not found in the Tree.



EQUIPMENT

- Four Looney Ludo Boards for two, three, or four players, or five boards if there are five players, or six boards if there are six players
- 1 Trio per player (each a color that matches one of the boards being used)
- The Treehouse die
- 2 Regular dice
- Note: four of the six boards are double-sided, to help maximize available color combinations.



OVERVIEW

Looney Ludo uses a set of mini-gameboards, each a different player's color, which can be moved around during the game. It's a race to be first to get all the pieces of your color from their scattered locations back to the center of your home gameboard.

GOAL

Get your trio onto the center spot of the gameboard featuring the color of your pyramids, stacked up as a Nest (a Small inside a Medium inside a Large).

WHO STARTS

The highest roller goes first.

HOW TO PLAY

On your turn, roll the dice. The Treehouse die gives you a special Action (see below), while the regular dice determine your Movement Points.

ROLL TWO, USE ONE

You will roll two regular dice, but only use one. The number of movement points you get is equal to the greater of the two values you rolled. If you get doubles, you can use that number or choose to re-roll both dice.

LOONEY LUDO (CONT.)



MOVING

You may only move your pieces in the directions indicated by the arrowheads. How far your pieces may go is determined by each piece's pip count. It costs three Movement Points to move your Large one space, but only two to move a Medium one space, and Smalls cost one Movement Point per space to move. You can only move your own color.

MOVING UPWARDS

A piece may not be moved if another piece is sitting on top of it, but a piece may be moved to the top of the stack it's in by spending the Movement Points needed to move that piece one space.

MOVE TIMING

You may take your Action at any time during your turn, be it before, after, or in the middle of using your Movement Points. You may spread your Movement Points over as many pieces as you wish, including using them on one pyramid, then taking your Action, then continuing to use them on the same pyramid again.

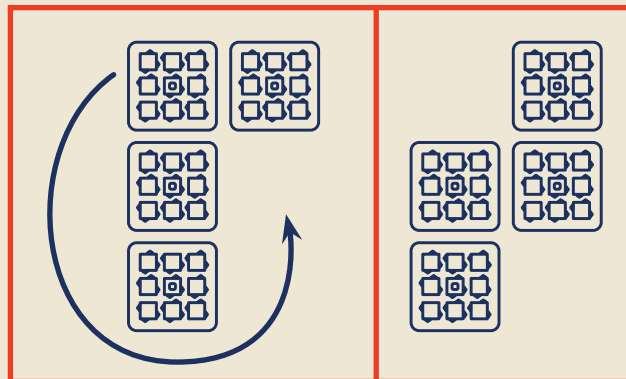
PASSING

You are not required to use all of your Movement Points. Your Treehouse action is also optional.

TREEHOUSE ACTIONS

- **TIP:** Totally Increase Points! Regardless of your other roll, you now have seven Movement Points.
- **DIG:** Do It Globally! You may spend your movement points to move ANY player's pieces. You may split your movement points between as many players' pieces as you wish.
- **SWAP:** Two gameboards of your choice are swapped. (However, their orientations do not change.)
- **HOP:** Choose any one gameboard and move it to another spot. You may also freely rotate the gameboard.
- **AIM:** You may freely rotate in place as many of the gameboards as you wish.
- **WILD:** Take your choice of the other five options.

SAMPLE HOP



CLARIFICATIONS & REMINDERS

- You may not HOP in such a way as to cause any gameboard to become disconnected from the rest of the group. That said, it's OK to temporarily disconnect a board during a HOP as long as the board being moved ends up in a space that reconnects it (as shown above).
- It's OK to HOP to the same location, but in a new orientation (i.e. you can use your HOP to AIM a single gameboard).
- Multiple AIM actions must be done all at once. You cannot AIM a board, then move a piece, then AIM another board.

HOW TO WIN

The first player to build a Nest in the center of their gameboard wins! It doesn't matter if other players' pieces are in your way; you can just build your Nest on top of any obstructions. (But you can't have other colors between or on top of your pieces.)

OTHER NOTES

HISTORICAL NOTES

This game was originally published under the name *Martian Coasters*, and featured beverage coasters as gameboards. The new name was chosen because the gameplay is reminiscent of Ludo, a 19th century derivative of the ancient classic Parchisi. Except it's crazier.

