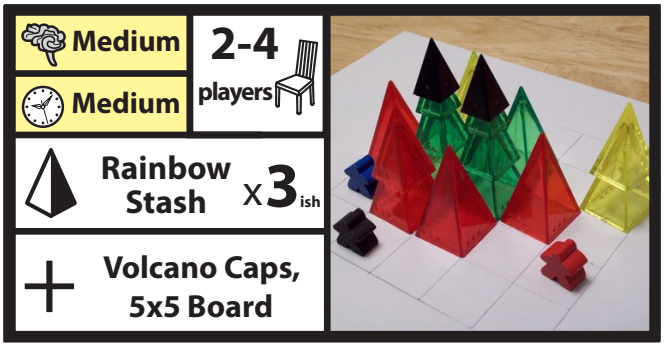
# HOW to PLAY

# Logger

**Designed by Erik Dresner**




**Background:** Four 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.

**Glossary**: The following terms are used in Logger:

*Tree* - Any seedling, sapling or mature tree on the board. It should be noted that color is irrelevant in trees. You can choose any color at any time to make trees. If you feel like making all green trees, that's cool. If you want a crazy technicolor assortment of trees, that's okay too. Whatever assortment you have will work. But bear in mind, you will need to reserve some colors.

*Seedling* - A single large pyramid

*Sapling* - A large pyramid with a medium pyramid stacked on it

*Mature Tree* - A stack of pyramids. From top to bottom: a small, on a medium, on a large.

*Protester* - Denoted by a volcano cap. Any unused color of small pyramid piece will do. Failing that, some marker or indicator that you can fasten or stick to trees will work.

*Logger* - A piece representing the player. Denoted by a medium pyramid of a color not used for trees. Non-Icehouse pieces like meeples or glass beads may be also used.

**Setup**: Place a seedling on the center of the board. The remaining pyramid pieces are kept aside in a common pool. Starting with the first player, each player places his logger on a corner of the board. Each player also starts with 1 protester in his or her supply (or 2 protesters for a 2-player game). Remember who went first as this will be important at the end game.

**Goal**: The winner is the player with the most points at the end of the game. Though scoring 10 points triggers the end game, having 10 points may not be enough for victory.

**Gameplay**: No Diagonals - Diagonals do not exist in Logger. Any rule pertaining to adjacency or movement is orthogonal only.

Each player's turn consists of three parts: **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.

Hopefully this is obvious: Trees can never move. They can only be chopped down.

Protestors can never move. They can only be knocked out of trees, and only indirectly.

*Growth* - All trees in the same row and column your logger occupies grow 1 stage. All seedlings become saplings and all saplings become mature trees. Mature trees produce 1 sapling in any space adjacent to them if able. Please note growth of all trees is considered simultaneous, so no tree should experience two stages of growth in one turn, nor should any seedlings newly spawned from a mature tree this turn. All trees in your logger's row and column *must* grow or create a new seedling if able.

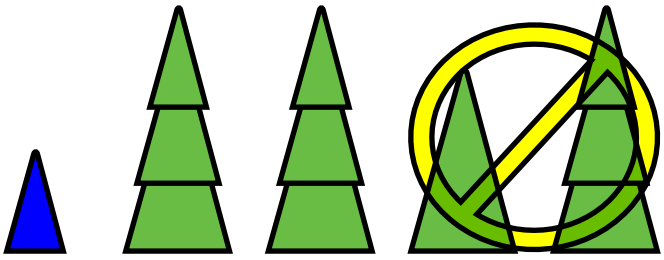
*Action* - There are three options in the Action phase: **Plant**, **Protest** and **Chop**. You must perform an action if able. This phase is skipped if your logger is unable to perform any action.

*Plant* - Plant 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.

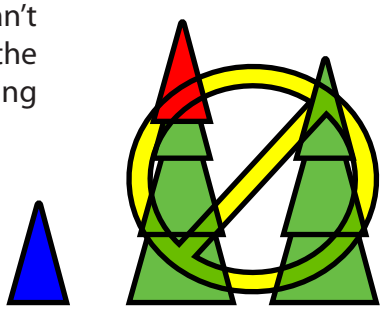
*Chop* - Chop down an unprotested mature tree adjacent to your logger by removing it from the board. Chopping will create a domino effect. Any mature tree behind the first chopped tree will also be considered chopped and so on regardless if they have protesters on them not. This process stops when either the edge of the board or a space not occupied by a mature tree is reached. Score ***1 point for each tree*** removed in this way. Add any protesters from felled trees to your supply.

**Chopping Examples**:

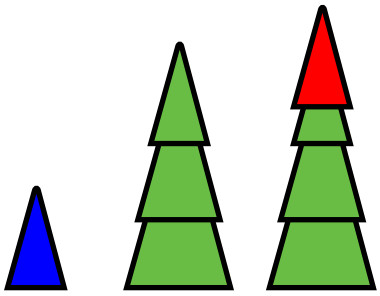


When the blue player chops the first tree, the second one will be removed as well. However, the domino effect ends at the sapling because it is not fully mature. The sapling and the last mature tree remain on the board.

The blue player can't chop here because the protestor is guarding this tree.



The blue player can chop the first tree, and will succesfully knock the protestor out of the second tree. The blue player can then take control of the protestor and use it on a future turn.



**Logger End Game**: 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. (Example: 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.)

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. If there is still a tie, the game ends in a draw.

**Questions and Technicalities:**

• During the Movement Phase, you can choose not to move at all. Although you will probably want to move around a lot, you can simply choose not to.

• During the Growth Phase, if it possible for one mature tree to spawn a sapling in a way that might affect another tree's ability to spawn, then the current player may choose which tree will spawn in which order. This is a somewhat unlikely scenario, but theoretically possible.

**Background**: This game was submitted to the Icehouse Game Design Contest, Summer 2008. The game took second place.

**Credits:**
Rules by Erik Dresner, 2008.
Game Photo by Zack Stackurski, 2008.
Page layout by Scott Myers, 2011.