

# LEMMINGE



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## WHO JUMPS FIRST?

Players: 2-5

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Age: 8 years and up

Duration: approx. 30 minutes

## COMPONENTS

5 lemming cards

55 terrain cards

21 bonus tiles

10 lemmings (2 each in five player colors)



1 game board

## IDEA OF THE GAME

**LEMMINGE – who jumps first?** That is the motto of this little race to the big jump into cool water. On the way to the top, large and small obstacles may block your path, some of which are put there by other players. But look out: If you get in the way of other lemmings, you may find yourself getting pushed aside and overtaken.

## GAME SETUP

Place the board in the middle of the table. Each player chooses a color and takes the two matching lemmings and lemming card. Place your card visible to all in front of yourself to indicate the color you are playing. Place your lemmings in the fenced-in start area on the board.

Place one card with the value "2" of the five different terrains (forest, swamp, desert, mountain and water) next to the board (see illustration above). They start the five different terrain piles. The bonus tiles are placed next to the terrain tiles. The terrain tiles are shuffled and starting hands are dealt. Depending on the number of players, each player receives the following number of cards:

- In a game of 2 players, the start player receives 5 cards, the other player 6 cards.
- In a game of 3 players, the start player receives 4 cards, the player to his left 5 cards and the last player 6 cards.
- In a game of 4 players, the start player receives 3 cards, the player to his left 4 cards, the next player to the left 5 cards and the last player 6 cards.
- In a game of 5 players, the start player receives 2 cards, the player to his left 3 cards, the next player to the left 4 cards, the next player 5 cards and the last player 6 cards.

The player who can jump furthest is start player.

## PLAYING THE GAME

The game is played in a clockwise direction, beginning with the start player. On your turn you choose between two actions:

-  **MOVING A LEMMING OR**
-  **REFILLING YOUR HAND**

### **MOVING A LEMMING**

Each card shows a value between 0 and 4 and belongs to one of the five terrain types. Choose one of the cards in your hand and compare its value to the top card on the matching terrain pile. There are two possibilities:



1. If the value on your card is **lower** or the **same** as the top card of the matching terrain pile, put your card on top of that terrain pile. Make sure that the values of all cards in the pile stay visible.

Then move **one** of your lemmings **up to** as many spaces as the sum of all cards in that terrain pile.

*Example: Eric (blue) plays a value "1" water card. The topmost card on the water pile shows a "2", so Eric can place his card on top of that terrain pile. He can move his lemming three spaces this turn.*



### **EVERYTHING YOU NEED TO KNOW ABOUT LEMMING MOVEMENT**

The lemmings enter the playing area by crossing the green starting line and leave it by crossing the green finish line. The lemmings may be moved onto the light green meadow spaces and onto spaces that match the terrain card played. The terrain type only has to match when moving onto a space. For leaving a desert space, for example, you do not need a desert card. Only one lemming may sit on any space. It is not allowed to skip over a lemming, but you can push it along ahead of your own lemming (see Pushing lemmings).

You can only move one of your lemmings each turn. You can move a lemming fewer spaces than shown by the cards.



2. If the value on your card is **higher** than that of the topmost card on the respective terrain pile, that terrain pile is put on the discard pile and you start a new terrain pile with your card. In addition you receive a **bonus tile** of the same terrain type. You must place the bonus tile immediately onto any space on the board. In this manner you change the terrain type of this space and so make things easier for yourself or harder for your rivals!

Afterwards you may move **one** of your lemmings **up to** as many spaces as the value on your card.

*Example: Sanya (red) plays a value "4" water card. The topmost card on the water pile has the value "1", therefore she must put the whole water pile on the discard pile and begin a new water pile with the value "4" card she just played. In addition, she receives a water bonus tile which she places onto a helpful space for her lemmings. With her 4 movement points, she moves onto the bonus tile she just placed.*



### EVERYTHING YOU NEED TO KNOW ABOUT BONUS TILES

You receive a bonus tile when you start a new terrain pile. You must place the tile immediately, before moving your lemming.

If the bonus tiles of a terrain type have run out, you receive a light green meadow tile instead. If, in turn, the meadow tiles run out, you do not receive a bonus tile.

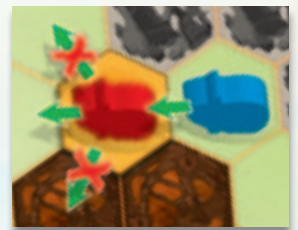
If a new bonus tile is put onto a space that already has a bonus tile, remove the existing bonus tile from the game - it is not returned to the supply.

A bonus tile may also be placed underneath a lemming.

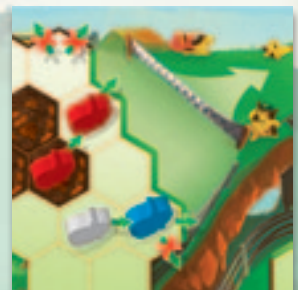
### PUSHING LEMMINGS

During his movement, your lemming may push other lemmings. Pushing a lemming only works if you have enough movement points to both move your lemming onto the occupied space and to move all lemmings in front of it one space forward.

A lemming pushes another lemming by moving onto the space the other lemming occupies and then pushing this other lemming on one space **in the same direction**. It is not allowed to push a lemming aside. If more than one lemming is standing in front of your lemming, all of them are pushed. When pushed, lemmings may be moved onto any terrain type, but they must never be pushed out of the playing area. It is allowed to push lemmings across the finish line. You may also push your own, second lemming.



*A lemming only reaches the goal by crossing the green finish line.*





**Example:** Eric (blue) plays a value “3” water card. The topmost card on the water pile is a “4”. Therefore, he puts his card on top of the water pile and now has 7 movement points for this turn. He moves his lemming 3 spaces just behind Sanya’s red lemming. Then he pushes Sanya’s lemming in the same direction one space forward and moves his lemming on the now free space. This costs him 2 movement points. For the remaining 2 movement points he moves his lemming on in the direction of the finish line.

### REFILLING YOUR HAND

Instead of playing a card and moving a lemming, you refill your hand. Before you draw cards, you may discard as many cards from your hand as you like. Then you refill your hand to 6 cards. After that your turn ends.

### DRAW PILE EMPTY?

If the draw pile is exhausted, the discard pile is shuffled and becomes the new draw pile. If, at this moment, both “0” cards of a terrain type lie open on a terrain pile, all cards of this terrain pile except for one “0” card are also put on the discard pile. The remaining “0” card starts the new terrain pile of this type. Only then is the discard pile shuffled and then used as the new draw pile.

## END OF THE GAME

The player who gets his two lemmings across the finish line first wins the game.



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