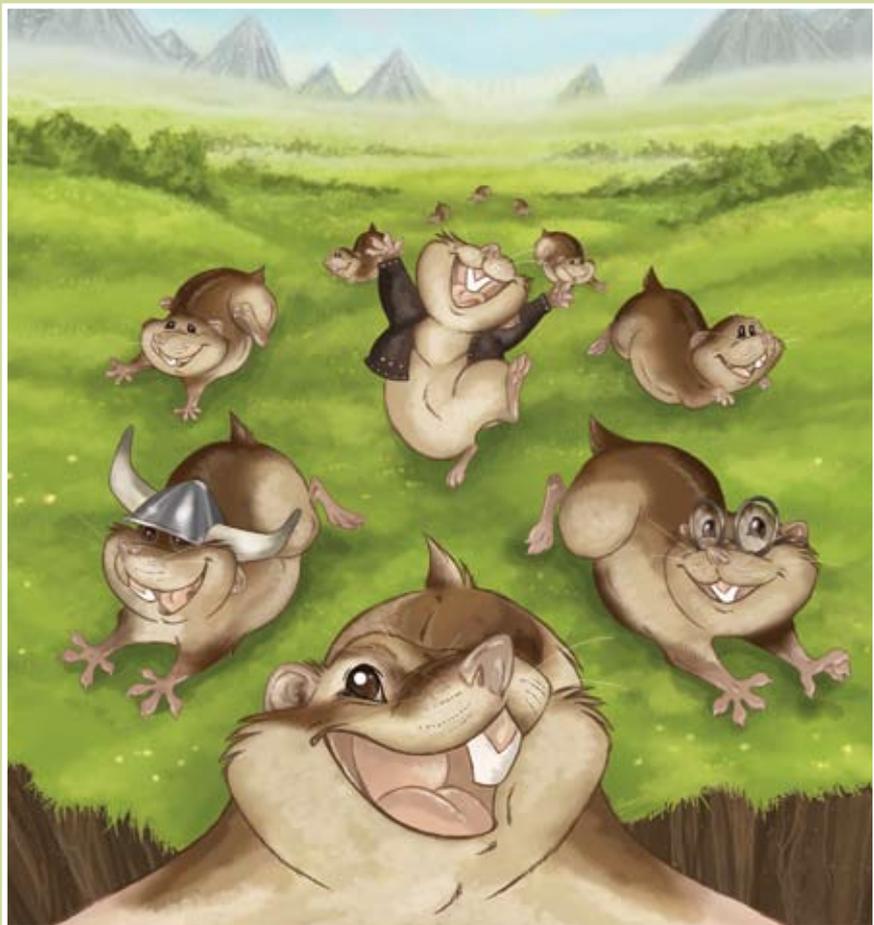


Leaping Lemmings

RULES OF PLAY



Leaping Lemmings

The Original Cliff Divers

Leaping Lemmings is a game for 2-6 players. Players represent genetic scientists working in a research lab 18.15 miles from Waterloo, Montana. By being creative with your accounting, you have been able to set aside millions from your massive federal grant to settle a \$20.00 bet between yourself and the other five scientists.

The scientist who can genetically engineer and clone a group of lemmings that will most consistently win a race that culminates with the lemmings hurling themselves over a cliff, in violation of natural law but in keeping with the urban myth, will win the bet.

Your lemmings have been trained to dive off the cliff stylishly. One lemming diving with style and élan is worth as many as five of the more mundane divers.

An added wrinkle to the race has been the daily appearance of two small adolescent eagles (*called Stephen Jr. and Ruby by the scientists*) that circle above. These hungry raptors have become big fans of the daily race (*buffet*).

Playtime: 20-90 minutes (*10-15 minutes per player*)

Components: These rules, the game board, two eagle dice, 101 die-cut cardboard counters, six Player-aid cards, and 55 playing cards (32 movement, 16 Special Action, 1 Game Over, and 6 Clan ID cards).

Objective: The player with the most Victory Points (VPs) wins the game. You earn VPs for Special Actions that remain unused, for dives your lemmings make over the cliff edge, and often for collecting Lemming Chow pellets.

Setup

Choose the Game: The standard game rules work best with 3-6 players. Variants can be found beginning on page 12.

Select your Clan: Players select their clan (*color*), and claim the Clan ID card, 10 lemmings, and the Victory Point (VP) marker of their clan's color. Each player places his Clan ID card face-up (*"It's a 5" Special Action showing*) in front of him, places his VP marker in the 0 box of the VP Track, and places his 10 lemmings in the start area.

Prepare the Movement Deck: Shuffle the 32 movement cards, then *count out six cards* from the top of the deck, and shuffle the Game Over card in with these six cards. Then place the seven newly shuffled cards *at the bottom* of the deck. Finally, place this now completed deck (*the draw pile*) face-down in its place on the game board.

Deal Special Actions: Shuffle and deal the 16 Special Action cards; the quantity dealt to each player depends on the number of players in the game as follows:

<i>Number of Players in the Game:</i>	<i>2-3</i>	<i>4-5</i>	<i>6</i>
Number Dealt to Each Player:	4	3	2

The Special Action cards that were not dealt are placed face down near the game board. The specific Special Actions that you were dealt remain secret from the other players until played, but the quantity of Special Actions remaining for each player is public knowledge.

Place Lemming Chow: Place the 32 lemming chow pellet markers face-down near the game board and mix them up. Then randomly place one of these face-down markers on each of the 16 pellet hexes on the map. Keep the remaining 16 pellet markers face-down near the game board to use for resupplying pellet hexes (see page 8).

Finish the Set-up: Place the two eagle counters in the zone that is labeled ‘A’ within their matching color-coded hunting circle. The owner of the game decides who will be the first Eagle Player (or use random selection) and that player receives the eagle dice. You are now ready to start the game!

The Eagle Player

Players take turns being the Eagle Player, with the role transferring to the next player clockwise at the end of each turn. The Eagle Player performs the steps listed in the Eagles Phase below.

Sequence of Play

Eagles Phase - The Eagle Player (only) does the following:

1. Roll the two eagle dice.
2. Move each eagle by the number of zones indicated by its die.
 - The order the dice are resolved in is up to the Eagle Player
 - After each eagle is moved perform feasting and then scattering (see page 9 & 10) within the destination zone
 - Resupply a pellet hex for each **Hover** rolled (see page 8)
3. Draw and reveal a movement card.

Lemmings Phase - All Players participate as follows:

All players take turns performing all three of the following steps in the listed order, the Eagle Player first, then the others following clockwise:

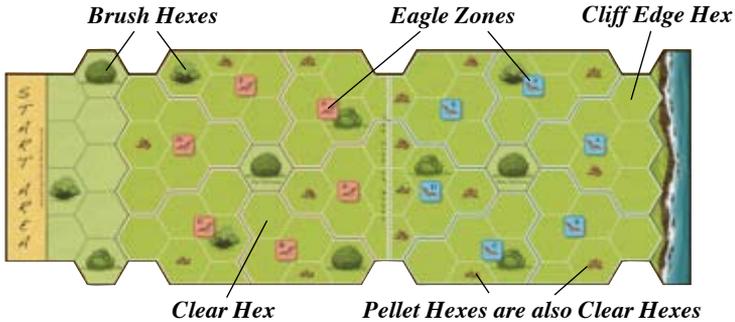
- May exchange one or more favor pellets (see page 7)
- May play and immediately resolve one of his unused Special Actions.
- Move ONE of his lemmings the value of the current movement card (see page 5)

Turn End Phase

The Eagle Player passes the eagle dice to the next player clockwise - then the players repeat the sequence of play beginning with the Eagles Phase above.

Passing the dice before the Turn End Phase can cause confusion. We recommend placing them on the Eagle Player's Clan ID Card until the Turn End Phase.

The Game Board



A lemming on the board must always be within the start area or within a hex on the game board until it either becomes eagle chow or makes its cliff dive. **Half-hexes are treated the same as full hexes.**

Start Area: This is where each clan's 10 lemmings are placed to begin the game. *A lemming leaving the Start Area may enter into any of the four adjacent hexes.*

Cliff Edge Hexes: When an Active lemming that has been selected to move ends its movement on one of the four cliff edge hexes with movement points remaining on the current movement card then it must make its cliff dive (see page 11).

Hunting Circles: Each eagle has six hunting "zones" labeled A – F enclosed by either light red or light blue edged thick lines. The light red edged zones form the hunting circle for the red eagle and the light blue edged zones form the hunting circle for the blue eagle. Any hex that does not contain at least one light red or light blue thick line is safe from an eagle.

Clear Hexes:

- All hexes are clear unless the brush symbol is in the hex.
- Clear hexes have a stacking limit of five lemmings.
- Clear hexes cost one movement point to enter.
- Clear hexes do not protect lemmings from becoming eagle chow.

Brush Hexes:

- Brush hexes have a variable stacking limit as follows:

<i>Number of Players in the Game:</i>	2	3-4	5-6
Lemmings per Brush Hex:	1	2	3

- Brush hexes cost two movement points to enter.
- Brush protects lemmings from becoming eagle chow.

Stacking Limits and Movement:

- A lemming may *not enter or pass through* a hex that is already at its stacking limit.

Lemmings

All about Lemmings: Each lemming has a status as follows.

- **Active lemming** - Each lemming that is on top of its stack within its hex.
- **Covered lemming** - A lemming in a hex that has one or more other lemmings on top of it. Covered lemmings cannot move except by Special Action or by scattering.
- **Scored lemming** - A lemming that has scored Victory Points (VPs) for its clan. These lemmings are placed in the individual dive box that matches their VP value.
- **Starting lemming** - A lemming that is still in the Start Area. When it is chosen as the lemming to move, it becomes an Active lemming for all game purposes.
- **Eagle Chow** - A lemming that has been feasted upon by one of the ever-hungry eagles.

Movement Cards: Each turn the Eagle Player flips the top movement card from the draw pile and places it face-up on top of the discard pile. This determines the movement points allowed for all players to use on that turn.

The discard pile may *not* be examined.

The draw deck of 33 cards contains 32 movement cards (eight cards each with a value of 2, 3, 4 and 5 movement points) and one Game Over card.

Lemming Movement: After the movement card is revealed, everyone, beginning with the Eagle Player and then proceeding clockwise, moves one (only) of his lemmings the number of movement points shown on that card.

Each player may exchange favor pellets and/or play one Special Action prior to moving his lemming each turn. When the Game Over card is revealed, the game is immediately over and the winner is determined.

For an Active lemming to make a regular move (via a movement card), it must move the card's full movement point value without entering or passing through an eagle's zone of control, whether the eagle is feasting or hunting. Covered lemmings may never make a regular move.

Clawing Your Way to the Top: If you have no Active or Starting lemming which can make a regular move, then you must have one of your Covered lemmings claw its way to the top of its stack, without otherwise adjusting the stacking order of the lemmings that are now below your lemming.

- This is a special move that is only allowed when none of your other lemmings can make a regular move.

- Clawing your way to the top uses all of the movement points for the current movement card.

Passing: If you also have no Covered lemming which can claw its way to the top, then you must pass. You pass after deciding whether or not you will exchange favor pellets and/or play a Special Action.

Movement Direction: Lemmings generally move forward (closer to the cliff edge), but a moving lemming is allowed to move sideways one hex (total) per turn at any point during its movement. Lemmings may *not* move backwards (closer to the Start Area) except when scattering or as a result of a Special Action.



EXAMPLE: The Eagle Player (Ritz clan) reveals a **4** movement card. He chooses to move Jesse into the brush hex straight ahead, which is three zones away from the red eagle's current position, hoping to find safety there. The Biker clan moves next, and since he will be the Eagle Player next turn, he opts to move Gene full steam ahead, scoring the brush to move as far forward as he can. The I. Q. clan moves last; he wants Ed to end up in the completely safe sanctuary hex, and since he is allowed to move one hex sideways during his move, he accomplishes the feat as shown. Note that he could not enter the red eagle's zone of control.

Covering Lemmings: Anytime a lemming finishes its move in a hex that already contains other lemming(s), it is placed on top of and covers those lemmings. The topmost lemming is the only Active lemming in any stack; the other lemmings are Covered lemmings. Covered lemmings have an advantage and a disadvantage.

- **Advantage** - When an eagle strikes, it snatches the Active lemming, which then becomes Eagle Chow.

- **Disadvantage** - Covered lemmings may not move except by scattering or via Special Action.

Lemmings in brush are better off—Covered lemmings still cannot move but the brush prevents all the lemmings there from becoming Eagle Chow.

Covering rules do not apply in the Start Area. Lemmings in the Start Area may be chosen to move no matter where they are in a stack.

At the instant a Covered lemming is uncovered (due to the lemming(s) covering it having moved off, by clawing its way to the top, or by a Special Action) it again becomes an Active lemming.

Lemming Chow Pellets



A face-down Lemming Chow Pellet marker is placed in each of the 16 pellet hexes during setup, with 16 pellet markers remaining for resupply purposes. Lemmings that scurry off with pellets obtain possible bonuses for their clan.

14 of the 32 pellet markers are worth one VP each, 4 of them are worth two VPs each, and 14 are favor pellets that may be exchanged for favors later.

Claiming Pellets: For a lemming to claim a pellet the following conditions must be met:

- It does not matter how the lemming arrived in the pellet hex (regular movement from a prior turn, Special Action movement, or Scattering).
- It must begin its *regular* move from the pellet hex.
- It *must* be the first lemming to use *regular* movement (by means of a movement card) to depart the pellet hex.
- Lemmings that scatter out of a pellet hex or that move out because of a Special Action cannot claim the pellet.

Once claimed, you may look at your pellet's value and then place it, face-down, on your Clan ID card.

The values of your pellets must be kept hidden until exchanged or scored. Pellet VPs are not scored until the end of the game.

Exchanging Favor Pellets: As a Player's first action during his Lemmings Phase of each turn, he may exchange one or more of his favor pellets for a favor listed below by revealing and placing the correct number of pellets in the Favor Exchange Box. You may only exchange for *one* favor per opportunity as follows:

- **1 favor pellet** - Increase the value of the current movement card by *one* for the exchanging player only. The value of the card may not be increased above 5.
- **2 favor pellets** - Bribe the judges to increase the dive score by *one* for one of your scored lemmings. The value of a dive score may not be increased above 5.
- **3 favor pellets** - Randomly claim one of the undealt Special Actions (if any) remaining near the game board. You may play this newly acquired card as your

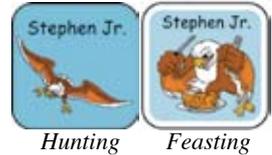
allowed Special Action during the same Lemmings Phase, or you may opt to keep it for possible later use.

Resupplying Pellet Hexes: Every time that you as the Eagle Player roll one or more **Hover** results on the eagle dice, you must resupply a vacant pellet hex (containing neither a pellet nor a lemming) with a face-down pellet marker per the following rules:

- A pellet marker is chosen randomly from those not yet used and placed in a vacant pellet hex within the hunting circle that matches the die with the **Hover** result (includes the Line of Bones hexes for both dice). A pellet marker is placed in each circle if a double-hover (**Hover + Hover**) was rolled.
- Any and all choices are made by the current Eagle Player.
- A pellet is not placed if there are no more unused pellet markers or there are currently no vacant pellet hexes within the indicated hunting circle.

Eagles

The player currently possessing the eagle dice is the Eagle Player. The Eagle Player directs the Hunting, Feasting and Scattering actions of the two hungry eagles. Each eagle counter has a hunting and feasting side to portray its status.



Each eagle stays within its own color-coded hunting circle. Each hunting circle consists of six contiguous light red edged or light blue edged zones, labeled A–F. Each zone consists of five or six individual hexes. The zone that an eagle currently occupies (whether hunting or feasting) is the eagle’s zone of control.

The Line of Bones is very dangerous in that those four hexes are within both eagles’ hunting circles.

Hunting: The Eagle Player rolls the eagle dice (color coded to match the two eagles and their hunting circles) and then moves both eagles, one at a time (complete the feasting and scattering procedures for the first eagle before moving the second) by using the following rules:

- The number on each eagle’s die is the number of movement points that eagle must move. Each point moves the eagle into one adjacent zone.
- If the eagle is currently feasting, it must spend its first movement point to flip back to its hunting side, staying in its current zone.
- A **Hover** result indicates zero movement points (If a feasting eagle hovers it is enjoying a particularly tasty lemming and remains on its feasting side).
- Each eagle that moves must move either clockwise or counterclockwise (Eagle Player’s choice) the full number of zones required by its die roll (there is no backtracking within the same turn).
- Hunting Eagles must attack a lemming-occupied clear hex within their destination zone (see Feasting on next page).

Feasting: If one or more *Active lemmings* are within clear hexes in a hunting eagle's zone of control, the eagle will feast upon one of them (Eagle Player's choice), otherwise skip ahead to the scattering procedure on the next page.

Lemmings in brush hexes and Covered lemmings are safe from becoming eagle chow.

When acting as the Eagle Player, you perform feasting by following these steps in order:

- You *must* select one Active lemming within a clear hex in the eagle's zone of control as eagle chow - even if it belongs to your own clan - and place it in the Eagle Chow Box.
- You then flip the Eagle counter over to its feasting side.
- Finally, you scatter all remaining Active and Covered lemmings in that zone (see Scattering on next page).



EXAMPLE: The Eagle Player (Ritz clan) rolls a **2** on the blue eagle die. Since the blue eagle started in zone E, it could be moved counterclockwise to zone C or clockwise to zone A. He moves the eagle to zone A, as moving to zone C would force him to eat his own lemming Rick! In zone A he chooses to send Rita (Biker clan) to the Eagle Chow Box (alternately, the eagle could have taken either Clint (Viking clan) or June (his own clan), but not the Covered lemming Jennifer (I.Q. clan). Now he must scatter the rest. He scatters Clint (Viking clan) and Jennifer (I.Q. clan) over the cliff, resulting in 1-point dives for each of those clans. He decides to scatter June (his own clan) sideways, covering Jonathan (Soldier clan) already in zone B.

Scattering: Scattering occurs if there are any Active and/or Covered lemmings in an eagle's zone of control after the feasting procedure is complete, and also when Active and/or Covered lemmings are in an eagle's zone of control and no feasting was performed at all.

Active and Covered lemmings are scattered, one at a time, *in any order* the Eagle Player desires.

The Eagle Player performs scattering for all Active and Covered lemmings in an eagle's zone of control (even those in brush hexes) by following these steps in order:

- Pick the next lemming to scatter.
- Choose the closest hex for that lemming that is both within stacking limits and not in an eagle's zone of control (Eagle Player's choice with more than one option; a lemming on the cliff edge may be scattered over the cliff, scoring a one point dive for its clan).
- Move the lemming to the chosen hex, covering any lemmings already in that hex, if any.

Note that scattering lemmings might be restacked by a devious Eagle player.

Special Actions

Special Actions allow you to alter the rules of the game to your advantage and/or to your opponents' detriment. Every player is dealt unique Special Action cards during setup. Additionally, each player has the common "It's a 5" Special Action represented by the front side of his Clan ID card. Each Special Action card may be used only once, after which it is placed in the discard pile (or by flipping the Clan ID card in the case of the "It's a 5" Special Action).

The Special Action Cards show the title of the Special Action along with an illustration and a summary of the cards effect. The complete effects of each card are detailed on pages 14 & 15 of this rulebook.

When to Play: You may play one of your available Special Actions just prior to moving your own lemming each turn (after any players that precede you have moved their lemmings).

Only one Special Action may be played by a player each turn.

Special Action usage is *voluntary*; those that are not used are worth 1 VP each at the end of the game.

How to Use a Special Action: Display your chosen card and follow the instructions for it, then place the used card face-up on the Special Action discard pile (or flip your clan ID card when using the "It's a 5" Special Action).

The discard pile may *not* be examined. Clan ID card status and the quantity of Special Actions remaining to each player is public knowledge.

Rules Effects: If there is a conflict between the regular rules and the rules for the Special Action card that is being played, the Special Action rules take precedence. The instructions for each Special Action (see pages 14 & 15) will indicate explicitly which lemming statuses can be affected by that card (Active, Covered, etc.).

Eagle Zones of Control: When your Special Action allows lemming movement, you *may* move a lemming (or scatter it due to “Snap Crackle Pop” or “Pull my Paw”) into or through an eagle’s zone of control.

If a lemming ends your Special Action move in (or scatters into) an eagle’s zone of control, you will instantly perform the feasting (if the eagle is hunting and the lemming is in a clear hex) or the scattering procedure (all other cases) as if you were the Eagle Player.

When multiple lemmings enter a hunting eagle’s zone of control, the eagle will feast upon the first one allowed per the above, then flip to its feasting side and scatter the rest.

Cliff Diving

How to Cliff Dive: If an Active lemming wishes to cliff dive, it must be on a cliff edge hex with movement points remaining on the current movement card. The remaining movement points equal the VP value of the dive. When a lemming dives, place it into the correct Individual Dive Points box and adjust the clan’s VP marker on the Victory Point Track on the bottom of the board accordingly.



EXAMPLE: With a **5** movement card revealed for the turn, Rick (Ritz clan) has 3 movement points left when it reaches the cliff edge, resulting in a 3 VP dive for the Ritz clan. Wray (Biker clan) completes the best possible cliff dive, beginning its move on the cliff edge; it has all 5 movement points committed to the dive. It scores a 5 VP dive for the Biker clan (this is a magnificent dive, getting lots of hang time and likely with fancy twists and flips all the way down).

Ending the Game

Final Score: The game immediately ends when the Game Over card is revealed. Everyone adds one VP to his clan's total score for each unused Special Action he still holds (including "It's a 5" if the clan ID card has not yet been flipped) and he also reveals and sums the VP values for all the Lemming Chow Pellets his clan possesses, adding this amount to his clan's current VPs. He also scores 1VP for every multiple of three favor pellets he places in the Favor Exchange Box at this time. Any favor pellets remaining after this exchange count towards the third tie-breaker. The winner is the clan with the most victory points.

Tie Breakers: In the event of a tie score, the *first* tie-breaker is the tied clan with the most Scoring lemmings. The second tie-breaker is the tied clan with the fewest lemmings in the Eagle Chow Box. The third tie-breaker is the tied clan with the most unexchanged favor pellets. Any clans still tied after these three tests finish with a tie.

Shorter Game Variant

Remove two each of the **2** and **3** movement cards (four cards total) and shuffle the Game Over card as one of the bottom five rather than one of the bottom seven cards.

2-Player Variant

For two players, there are many exceptions to the main rules, as follows:

- **Special Action Deck Change:** Remove the "Mine! All Mine!" Special Action from the Special Action deck before shuffling and dealing the Special Action cards.
- **First Player:** Dice-off for the privilege of being the First Player, giving the winner the blue eagle die, which is the marker for who is currently the First Player. The other player controls the red eagle die.
- **Order of Play:** Both players roll their own die during the Eagle Phase and both players are Eagle Players every turn. The First Player moves and resolves feasting and Scattering for his eagle first, and turns up the movement card and moves his lemming first.
- **Dice Swap When Hover Rolled:** If either or both players roll a **Hover**, the two players immediately swap the eagle dice, before eagle movement is resolved, and the other player becomes the First Player (note that this means the player that rolled the **Hover** will actually move the other eagle, while the player that did not roll the **Hover** will resupply a vacant pellet hex). *This happens each time one or more Hover results are rolled.*
- **Protection Zone:** Neither player is allowed to cover any of the other player's lemmings in any of the hexes preceding the red eagle's hunting circle. Covering of opposing lemmings may only be done beginning with the 3rd hex row beyond the start area.

Chaos Variant

This variant is for use when playing a game with younger children or when desiring a game with more luck and less strategy. Do *not* use this variant with only two players.

- **Special Action Draw Pile:** Do not deal Special Action cards during set-up, instead remove the “Mine! All Mine!” and “Déjà vu” Special Action cards and shuffle the remaining 14 Special Actions into a Special Action draw pile. Also turn all clan ID Cards to their Special Action has been used side.
- **Draw Special Action when Hover Rolled:** In addition to conducting pellet hex resupply, every time the Eagle Player rolls at least one **Hover** on the eagle dice, he takes the top Special Action card from the draw pile after revealing this turn’s movement card but before moving his lemming. The Eagle Player may choose to play this Special Action or pass it to the next player clockwise.
- **If the Card is Played:** The Eagle Player shows the card and resolves it; he may not keep the card for later use. After the card is resolved, it is kept face-up next to his Clan ID card. At the end of the game every player is penalized one VP for each such card he played during the game (but see this variant’s final bullet point).
- **If the Card is Passed to the Next Player Clockwise:** The receiving player now has the same choice, either to play the card or pass it, with the same consequences.
- **No Further Action until Card’s Fate Resolved:** If all players pass on the Special Action card, it is placed on the discard pile. The fate of the current Special Action card (either playing it or placing it on the discard pile) must be resolved before the Eagle Player may move. Note that this means that a Non-eagle player may play a Special Action before it is time for him to move his lemming, and that this is ok.
- **Managing the Special Action Deck:** If the deck is exhausted, reshuffle the discard pile to create a new deck. When all 14 Special Actions have been played, there is no longer a Special Action effect when one or more hovers are rolled by the Eagle Player.
- **Additional Special Actions:** The exchanging of favor pellets for undealt Special Actions is not allowed with this variant. Favor pellets may still be exchanged for other favors and still count as the third tie-breaker.
- **VP Adjustment at Game End:** At the end of the game each player is awarded (or penalized) VPs equal to the number of Special Action cards he would have been dealt under the normal rules minus the number of Special Action cards he played in this game (Example: In a 6-player game, the Biker clan played three Special Actions so 1 VP is subtracted from his final score [2–3= –1]).

Detailed Special Action Effects

The full description of the Special Actions and their effects are described below in alphabetical order. Players are allowed to photocopy pages 14 & 15 so that each player may have a copy.

Many of the Special Actions have conditions that need to be met for them to be playable. If a Special Action is not playable, hold on to it, chances are that on a future turn it will be playable. Even if the entire game passes with it not being playable, it is still worth a VP to you at the end of the game.

BOO! - *A lemming is startled by a sudden noise behind it.*

To Resolve: One Active or Covered lemming of your choice is moved by you two movement points forward. If this moves the lemming over the cliff, award one point to the owning clan, as the lemming was too startled to receive any points for technique.

CAUTION - *A wave of fear and trepidation grips the clans.*

To Resolve: Two movement points are subtracted from the current movement card for all players that move after you for this turn. A **2** card would be modified to a zero, precluding movement for the following players unless they modify the **2** with a favor or their own Special Action (Note - this card is most effective when you play it as the Eagle Player).

DÉJÀ VU - *A recent event happens again.*

To Resolve: The Special Action that is currently on top of the discard pile (i.e. was the last Special Action to have been played) happens again, with the player that plays the Déjà vu card resolving the top Special Action as if he had played that card. The Special Action you are reactivating must have been played initially by a different player from yourself.

EAGLE EYE! - *The sharp-eyed eagle spots far away prey.*

To Resolve: Choose either Eagle (flip it to its hunting side if it is feasting) and move it into an adjacent zone within its hunting circle. Perform the feasting and scattering procedures as if you were the Eagle Player.

HEROIC RETURN - *A lemming has somehow, heroically and against all odds, escaped from the eagle that snatched it.*

To Resolve: Take one of your lemmings from the Eagle Chow Box and place it on any of the four brush hex in the blue eagle's hunting circle (but not in its zone of control). The lemming may not arrive overstacked and it covers any lemmings already in that brush hex.

IT'S A 5 - *This Special Action is allowed once for all players.*

To Resolve: You may treat the current Movement Card as if it were a **5** Movement Card for your lemming for the current turn only. Flip your clan ID card to its Special Action used side. Your moving lemming follows the rules for regular movement.

KING OF THE HILL - *An alpha lemming restacks a hex.*

To Resolve: Reorder all Active and Covered lemmings of any one stack on the game board as desired.

LOST - *Some of the lemmings become disoriented.*

To Resolve: Move one Active or Covered lemming of your choice belonging to every player except yourself backwards one movement point, one lemming at a time. A hunting eagle will only eat the first lemming to enter a clear hex in its zone of control.

MINE! ALL MINE! - *Keep the eagle dice instead of passing them and be the Eagle Player an extra turn.*

To Resolve: This card is only playable while you are the Eagle Player. Place the card under the eagle dice until the dice would normally be passed, then place the card on the discard pile and keep the eagle dice instead of passing them.

MISTAKEN IDENTITY - *A snatched lemming that everyone thought was one of yours belonged to another clan.*

To Resolve: Take one of your lemmings from the Eagle Chow Box, and swap it with another clan's Active or Covered lemming that is in any of the five brush hex within the red eagle's hunting circle. The swapped lemming arrives in the same stack position as the lemming it replaces.

NOBLE SACRIFICE - *One of your lemmings perished for the good of all lemming-kind and your clan should be rewarded.*

To Resolve: Take one of your lemmings from the Eagle Chow Box and use one eagle die to roll for its VP value as follows:

Hover = back to eagle chow box

1 = 1 VP

2 = 2 VP

3 = 3 VP

Move the lemming to the proper box and adjust your clan's VP marker, if any VPs were awarded.

PULL MY PAW - *A lemming has a particularly stenchful flatulent episode, and other lemmings scatter in disgust.*

To Resolve: Choose any Active or Covered lemming and then scatter all the other Active and Covered lemmings stacked with the chosen lemming (in any desired order) into one or more adjacent hexes in any direction.

QUICK START - *One lemming throws caution to the wind.*

To Resolve: Double the value of the current movement card for a lemming of your clan that leaves the Start Area this turn.

ROCK SLIDE - *The edge of the cliff collapses.*

To Resolve: All Active and Covered lemmings on the four cliff edge hexes tumble down with the falling rocks and the owning clans are awarded only one Victory Point for each such lemming.

RUN LEMMING RUN! - *A surge of adrenaline gives a lemming an extra burst of speed.*

To Resolve: Move any Active or Covered lemming that has not yet entered or crossed the Line of Bones three movement points forward. This move may enter or cross the Line of Bones.

SNAP CRACKLE POP - *The wind causes a dry branch to loudly crack, scaring the lemmings out of the brush.*

To Resolve: You select a brush hex and all Active and Covered lemmings in that hex are immediately scattered by you into one or more adjacent hexes in any direction.

UH-OH! - *An eagle appears seemingly from nowhere.*

To Resolve: Move any hunting (not feasting) eagle to any zone within its hunting circle. Perform the feasting and scattering procedures as if you were the Eagle Player.

Game Credits

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SPECIAL THANKS to the following individuals for their ideas that were honed a bit and then added to the game: Gene Billingsley (*Mine! All Mine!*), Wray Ferrell (*Snap Crackle Pop*), John Foley (*Eagle Eye & Boo!*), and Chad Jensen (*Lemming Pellets*).

Disclaimer

No actual lemmings (cloned or natural) were harmed in the making of this game.



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