RUNNER ♥♥♥♡

By Corey Kliewer

◆ =

Goal: Collect diamonds for victory points (vp) and exit the map

Bonus: Complete the map in less than 8 turns +5 vp

Each turn roll two dice 6 sided dice, add the sums, and allocate them to movement.

MOVEMENT

Run: Left, Right & Up 1 square (cost 1)

Jump: Left, Right & Up 2 squares (cost 2)

- 1 double jump is allowed while in the air (cost 2)

Drop (moving down): costs 1 per square

- Runner may move 1 square right or left for each square dropped (cost 1)

- If still in the air after all movement are spent runner drops to platform at no extra cost.

- Runner loses a heart for every 5 squares the runner drops.

- Runner does not lose hearts when landing in water, half the number of squares dropped (round down to even) is the number of squares deep under water. No hearts are lost if runner touches bottom.

Runner may end turn with left over movement

- Leftover movement is subtracted from next roll. If runner cannot cove the cost with next roll, runner loses a heart.

Doubles are Turbo (2x the distance but at normal cost)

- **Move** Left, Right & Up 2 squares (cost 1)

- **Jump** Left, Right & Up 4 squares (cost 2)

  - 1 double jump is allowed when in the air (cost 2)

- **Drop** (moving down): still costs 1 per square

HAZARDS

Swim in water

- Swimming on and under the water, runner can move left, right, up, or down (cost 1)

- Runner cannot jump

- If under water for a complete turn, lose 1 heart.

Spikes

- lose 1 heart for each spike runner lands or walks on

EXAMPLE

8 Turbo

6 Turbo

More than a 5 square drop

Under water for a full turn

Legend:

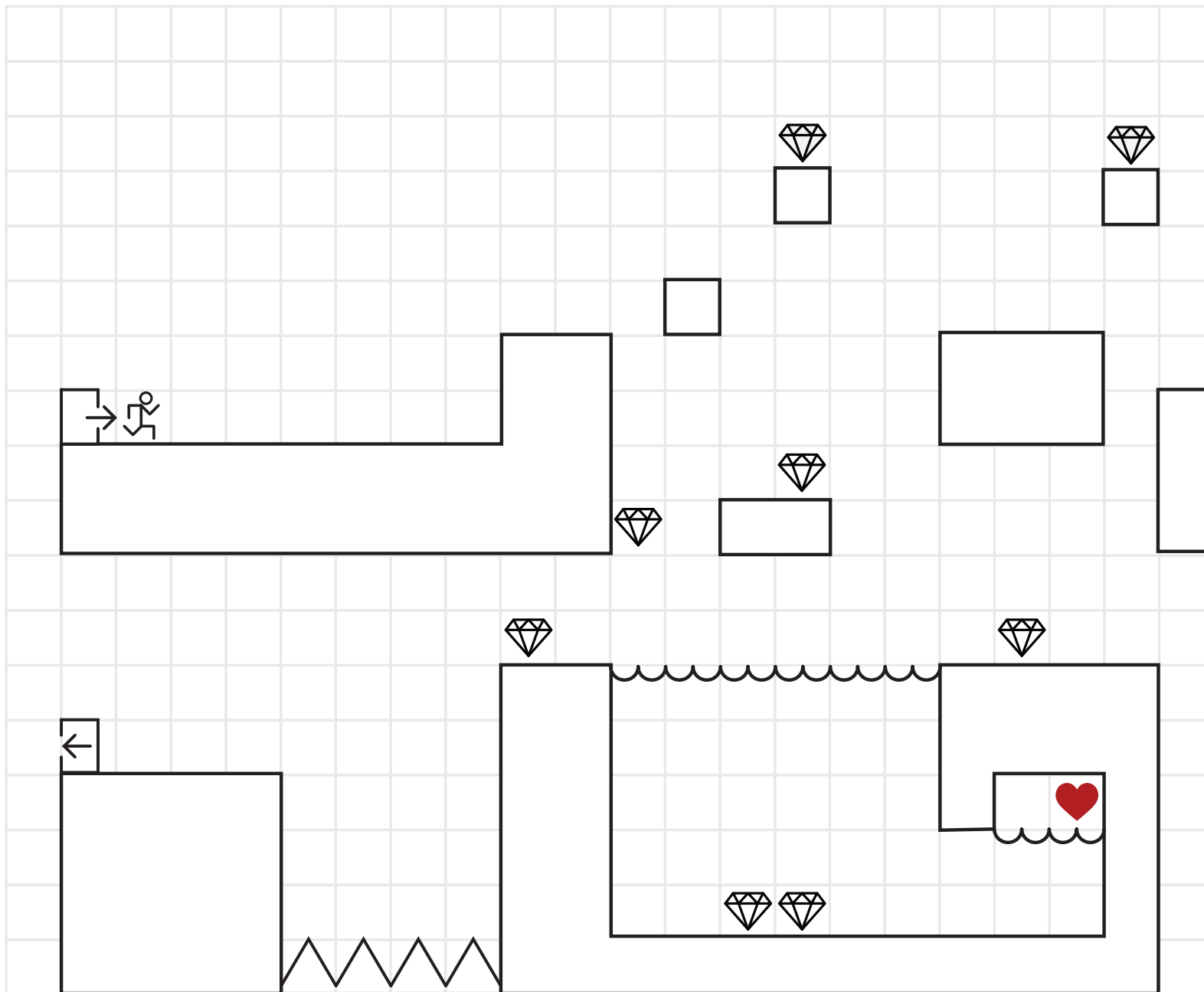|		
— Run	‖ Jump	⋮ Drop	◆ = Victory Points
— Turbo Run	‖ Turbo Jump		
— Swim		⋮ Water Drop	

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◆ = Victory Points

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MAKE YOUR OWN

Goal: Score the most diamonds in __ turns.