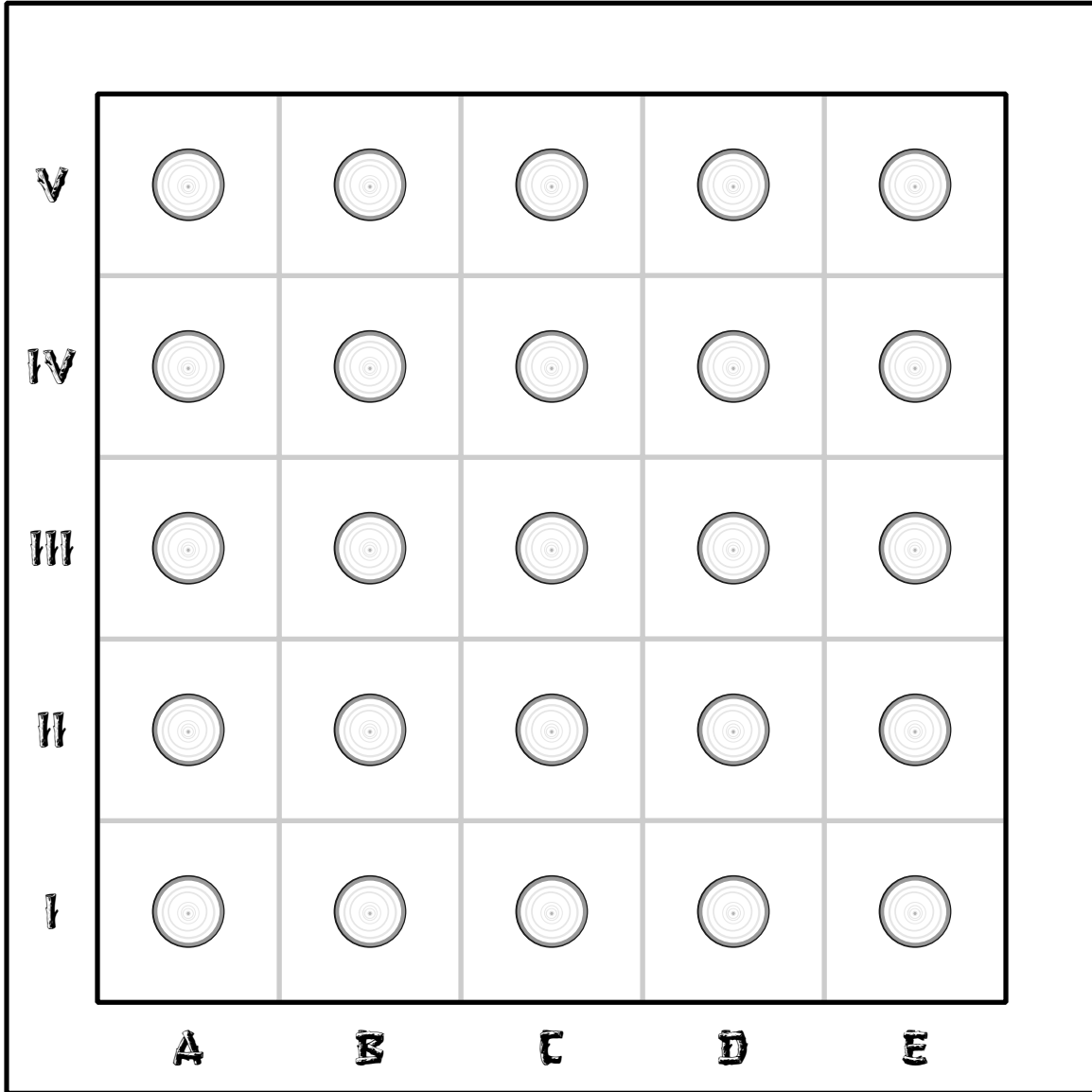


LOGGER

BY: ERIK DRESNER



RULES REMINDER

Each turn consists of 3 phases:

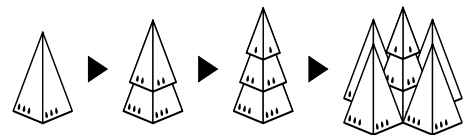
- **MOVEMENT** Move your logger up to two spaces. Loggers may not occupy or walk through spaces containing trees or other loggers.
- **GROWTH** All trees in the same row and column as your logger grow 1 stage. Mature trees sprout saplings in any empty adjacent spaces.
- **ACTION** Perform one of three possible actions. You must perform an action if possible.

Plant - Plant one seedling in a space adjacent to your logger.

Protest - Place one or more protestors from your supply onto mature trees.

Chop - Chop down an unprotected mature tree adjacent to your logger. Any mature trees directly behind the first chopped tree will also be chopped, regardless of protestors. Each felled tree is worth 1 point. Protestors collected in this way are added to your supply.

The **game end** criterion is when one player has **10 points**. It is a game of **equal turns**, so any remaining players play their last turn before the game is over.



Remember:
There are **no diagonals** in Logger.