



A strategy board game for 2 to 4 players by
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INTRODUCTION

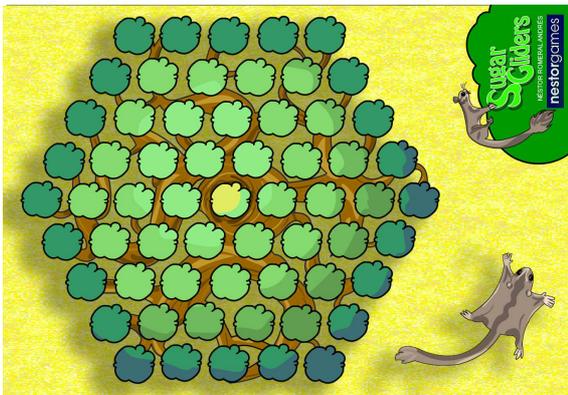
Sugar Gliders is a board game for two to four players. Each game lasts about 20 minutes. Each player has a **sugar glider** that has to collect as many fruits as possible by jumping from branch to branch.

The **sugar glider** is a small marsupial that loves nectarous foods and tree sap. As its name suggests, it's capable of gliding through the air, much like a flying squirrel.

MATERIAL

This is what you need in order to play **Sugar Gliders**:

- A board depicting a tree with 61 spaces.



- 4 sugar gliders in different colours:



- 60 food tiles in 5 types (12 each):



(the big purple fruit counts as 5 points)

- A carrying case.

GAME PREPARATION

Each player chooses a player color and takes the corresponding sugar glider.

Leaving the center space empty, randomly distribute the 60 tiles face-up to the 60 other spaces on the tree, 1 per space.

White starts by choosing any space with a white fruit (value 1 tile), and placing his sugar glider on it. The tile in that space will be his **'jumping tile'**. In turn, the other players do the same.

The game can start now. White plays first.

GAME RULES

The game is played in turns, counterclockwise. On your turn, you **must** either make your sugar glider **jump** or go into a brief state of **torpor**:

JUMP

Move your sugar glider in a **straight line** a number of spaces **equal** to your 'jumping tile' (this means one space in the first turn). If you have no 'jumping tile' underneath your sugar glider, you must use one from your **reserve**. Notice that purple fruits count as 5 movement points.

Then you take the 'jumping tile' that you just used, and put it beside yourself face-up. This is your 'reserve'. If you had no 'jumping tile' underneath your sugar glider and had to use a tile from your reserve, **discard** this tile to the game case; it cannot be used again for the rest of the game.

The tile on which your sugar glider has landed (if any) is your new 'jumping tile'.

Exceptions:

- The sugar gliders cannot jump outside the tree.
- A sugar glider sitting in the center space can jump to **any** space on the board by spending **any** tile from his reserve (no need to match the length of the jump).
- A sugar glider cannot move through another sugar glider.

Example: Anna wishes to make her sugar glider jump, but there is no 'jumping tile' underneath her sugar glider. She uses a '2' from her reserve, moves the sugar glider 2 spaces in a straight line, and discards the tile she's used to the case.

TORPOR

You don't move your sugar glider. If there is a tile underneath your sugar glider, take it and add it to your reserve.

In the wild, they go into a state of torpor when food is scarce.

GAME END

The game ends when all the sugar gliders are consecutively in a state of torpor, or when the tree runs out of tiles, whichever happens first.

Each player sums the values of the tiles in his reserve (purple tiles count as 5 points). Highest score wins. In case of a tie, play again.

VARIANT FOR 2 PLAYERS

For shorter 2-player games, discard all the purple fruit tiles and 3 tiles of each other value. Then play on the inner board.