

# LOTTE

## Board game

### Game set

#### 39 moving cards:

- 19 **scooters**  
To move on roads
- 8 **boats**  
To move by the water
- 8 **pairs of skis**  
To move on ski tracks
- 4 **balloons** to fly anywhere

#### 48 useful gadgets:

- Paper chips with 12 different **gadgets**, 4 of each gadget in the game

#### 16 inventions cards:

- 5 **simple inventions**, which need two gadgets
- 6 **average inventions**, which need three gadgets
- 5 **complicated inventions**, which need four gadgets

#### Game board, 5 tokens and instructions



### Preparation

Game can be played with 2-5 players.

Position the game field in the middle of the players.

Mix gadgets and put four of them to each backyard on the game field, pictures down.



Mix invention cards and equally share them between players. In case of three or five players there will be one extra card. Put it in the right lower corner of the board, where ladybugs are having a picnic. With two or four players there will be no unknown invention. Each player puts their invention cards in a row in front of them. All invention cards must be put red side up, so everybody can see which missing gadgets are needed for their inventions.

Mix the moving cards and give three cards to each player. Put the rest of the cards in a pack (face down) next to the board. Players fan out their cards, so other players can't see them.

Every player chooses a character's token. All the players put their tokens on the Lotte's backyard.

### Goal of the game

The player who gathers the most gadgets on the board and finishes the most inventions will win the game and will be pronounced the Master Inventor of Gadgetville.

### Starting the game with 3 Players





## How to Play

The youngest player starts the game. The game is played clockwise.

## Moving

During his turn the player moves his token from one backyard to another using the road, using the water or using the ski-track. To move on the road he must play one of the **scooter cards**, to move on the water – one of the **boat cards**, and to move on the ski-track – one of the **ski cards**. With those cards during one turn player can move only one backyard at the time.



**Balloon cards** are exceptions – with it a player can lift his token and put it anywhere he likes – even on the other side of the board, to any backyard.



Put played moving card to the pack of used cards next to the board, and take a new card from the new cards' deck. When the new cards' deck is finished, mix the used ones and put them (face down) as a pack of new cards.

There is no obligatory direction to move. Every player, if he has an appropriate moving card to play, decides where to go. If there's no appropriate card, player still has to put down one moving card and take another from the new cards' deck. In that case he can't move his token.

## Gathering the gadgets

After moving your token to the new backyard you can pick one of the gadgets on it. In the beginning of the game there are more gadgets, in the end – less. It can also happen that there's nothing to take. If you can't move and have to stay in the same backyard, take a gadget from there.

You have to put chosen gadget on one of yours or somebody else's invention cards that misses this gadget. There are 2, 3 or 4 gadgets needed on each invention card.

If this is the last gadget needed on your invention card, take all the gadget chips and turn the invention card upside down. Now you can see the finished invention! The more gadgets and more complicated the invention, the better!



If you're finishing with your gadget other player's invention card, you will share the gadgets. For two gadget invention divide chips one and one, for three gadget inventions finishing player gets two chips and the owner of the invention card one chip, for four gadget invention each one gets two chips.

Usually it's better to build your own invention. But sometimes you can help a friend and at the same time get even more points.

If there's an unknown invention in the game (with three or five players), you can place your gadgets on it also. Player who places the finishing gadget will get all the chips.

## The end of the game

Game is finished when all the gadgets are taken from the board and all the invention cards are turned upside down.

Then every player's chips are counted. The player with the biggest amount of chips wins. Because he finished most of the exciting inventions and can proudly carry the title of Master Inventor of Gadgetville.

All honour to him!

