

THE ROOFTOPS OF LUDOVIA

A GAME ABOUT THEFTS AND CRAFTY UNFORTUNATE EVENTS

The inhabitants of the tranquil and calm Rich District of the City of Ludovia haven't got a clue that a group of thieves is keeping an eye on their houses.

Having recently arrived in the neighbourhood, the crooks founded a lair and in it formed a guild, to plan robberies and trickeries. But before getting their hands dirty, they have to determine who will be the guild leader and, in order to do that, organized a competition where the winner will be the one who collects the most Fame and Fortune!

The competitors will have to work at night, jumping from rooftop to rooftop, rummaging through different houses in search of valuable treasures, and always returning to the lair to show off their winnings. But it won't be an easy task, since each one of them will have to avoid being caught by the policemen that patrol the streets, besides also avoiding being exposed by the other thieves, or even robbed by one of them!

The Rooftops of Ludovia is a game for 3 to 6 players, about thefts and crafty unfortunate events.

Contents

- 12 city block pieces (Board)
- 1 "Fame and Fortune" card
- 70 rooftop cards, of which 49 with white edges and 21 with black edges
- 24 equipment cards
- 7 policeman pawns
- 6 thief pawns
- 6 'Fame and Fortune' markers
- 6 quick aid guides



Besides the items included in this manual, the player will need a six-sided die to play 'The Rooftops of Ludovia'

1 – Objective:

The objective of the game is to collect 'Fame and Fortune' points quicker than all the other players, becoming therefore the most famous and successful thief of the city.

In order to do that, the player has to rob the houses in the rich district of Ludovia and take his pillaged goods back to the lair, to therefore gain 'Fame and Fortune'.

2 – Board:

This game has a module-style board composed of 9 or 12 city block pieces (see 2.2 – Set-up). For each match the players will assemble the pieces in a different random manner putting together a new rich district for the city of Ludovia.

2.1 – Board Areas:

Each city block piece that makes up the board has four different types of spaces.

A) Lamp Posts:

A lamp post space is constituted by the meeting of the yellow areas of four city block pieces. The player pawns can never be placed on these spaces, since they are exclusive for the policemen.

B) Streets:

The streets are where the aisles between two city block pieces meet. A street is always located between two lamp posts.

Important: Only on the edges of the board the streets and lamp posts can be put together with fewer pieces than what was described above.

C) Alleys and Black Markets:

They are the dark spaces (one of two) in the middle section of each city block piece. The Black Markets are special alley spaces. Once on them you can buy equipments (see 3 – Actions).

D) Rooftops:

They are in the middle section of each city block piece.

2.1.2 - Special Areas

Two city block pieces are special and have different areas. They are always present in the game (see 2.2 – Set-up)

E) Lair

The lair is where the players start the game, and also where they can buy equipments (see 3 – Actions) or acquire 'Fame and Fortune' (see 4.6.1 – Obtaining Fame and Fortune)

F) Prison

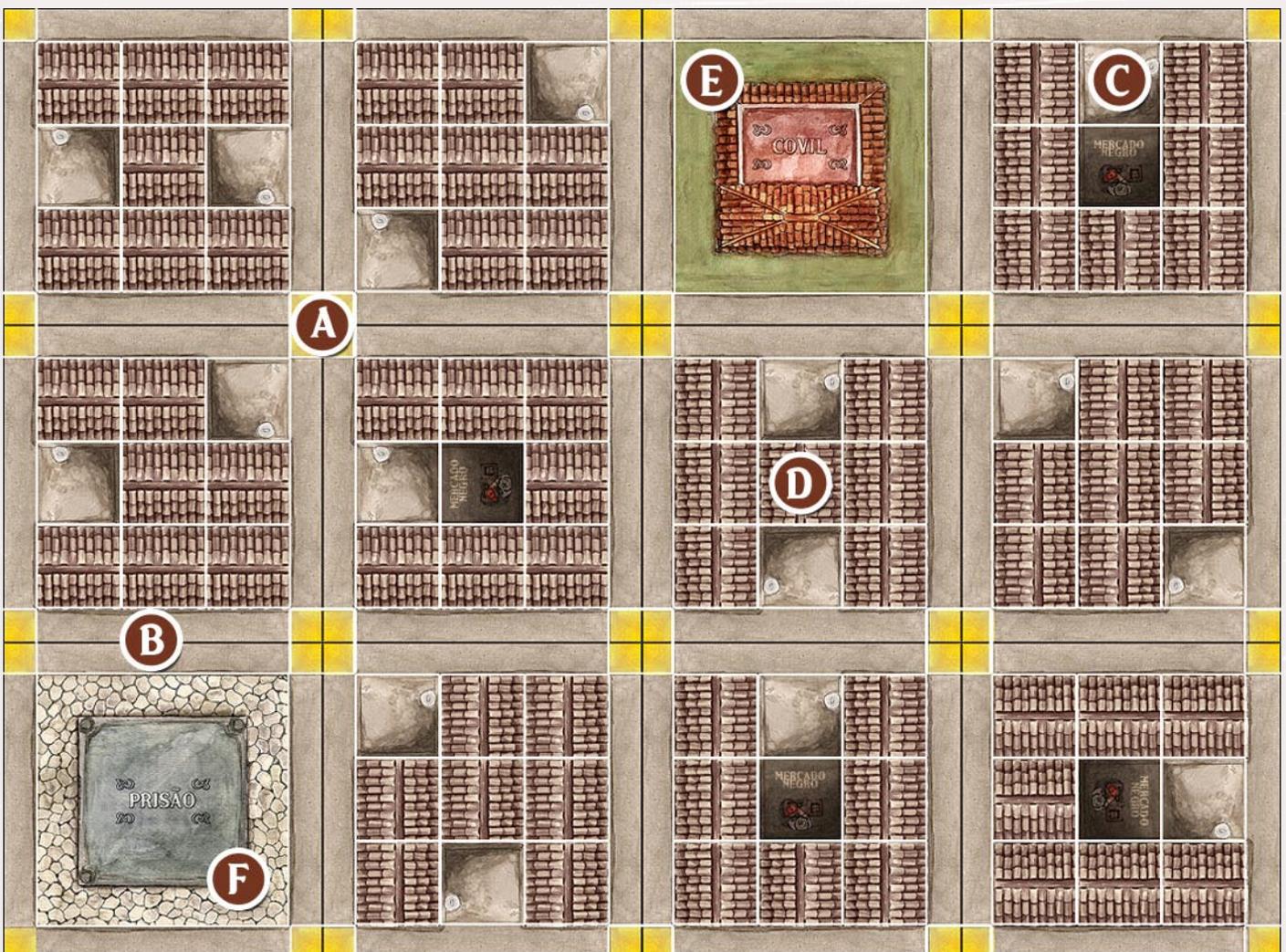
The player that is arrested by a policeman (see 4.2 – Prison) is automatically placed in this space.

2.2 – Set-Up:

2.2.1 - Number of Players

3 or 4 players:

Remove three city block pieces from the game. The pieces to be removed can't be the "Prison" or the "Lair". Remove the 21 rooftop cards with black edges and use the 49



remaining cards with white edges.

5 or 6 players:

Use all the city block pieces (12) and all the rooftop cards.

2.2.2 - Prepping the Game

Shuffle all the city block pieces and lay them out randomly putting together a 3x3 board with 9 city blocks. Or in the case of a game for 5 and/or 6 players, a 3x4 board with 12 city blocks.

Next, shuffle all the rooftop cards that you will use with the rooftop side facing upward. Then, lay them out with the rooftop sides still facing upwards, over all the rooftop spaces in each city block, till there are no rooftop cards left and, consequently, no rooftop space without a card over it.



Shuffle the equipment cards, reveal and lay out (face-up) the three first cards. These cards represent what the Black Market has to offer (see 3.1 – Actions and 4.4 – Equipments).

Place all the player pawns in the Lair and define the order of the players by rolling a die. The player that obtains the biggest result start and the turn proceeds clockwise. The last and second last players each place a policeman piece on any point of the map, facing any desired direction.

3 - Crafty Thief Actions:

Each player has 4 action points (APs) to use in their turn. Each action uses up one AP. In this way, the player can take up to 4 actions in his turn and can, if he wishes, end his turn before that, not using up all of his actions. Unspent Action Points are lost and can't be used in the next turn.

This is the list of possible player actions:

A) Moving:

- ▶ From one street to another – The movement between streets doesn't consider the lamp posts in between them. The player is able to move from one street to the next, as long as the street he wishes to move to is adjacent to one of the lamp posts present on the street he's at;
- ▶ From a street to an adjacent alley;
- ▶ From a street that is adjacent to the Lair to the Lair;
- ▶ From the Lair or the Prison to a street that is adjacent to those;
- ▶ From an alley to an adjacent rooftop (climbing to a roof) – This is the only way of climbing to a roof;
- ▶ From an alley to a Black Market alley and vice-versa;
- ▶ From a rooftop to an adjacent alley (To descend a roof);
- ▶ From a rooftop to an adjacent rooftop – diagonal movements aren't allowed;

B) Robbing a house:

When over a rooftop space that has a card on it, the player takes that card (Just for himself) and checks its contents. If the card contains a treasure, he immediately keeps the card. If it contains an event he should reveal this card and follow the instructions in the manual (see 4.3 – Events).

Important: A player can carry up to 3 rooftop cards. He cannot rob more roofs until he has less cards in his hand. That happens by being arrested and found guilty, by buying equipment or by converting the treasure into 'Fame and Fortune'.

C) Trying to jump from one city block to another

By jumping a city block the player moves from a rooftop in one city block to ANOTHER rooftop in the city block in front of him, in a STRAIGHT LINE between the two. The player that is on a rooftop space adjacent to a street can try to jump to another house on the other side. A player who isn't carrying any treasures can jump freely with no chances of failure. If the player that is trying to jump possesses one treasure, he should roll a die: If the result is HIGHER than the number of treasure cards that he is carrying, he will make the jump. Otherwise, he will fall to the street between the two city blocks, his turn ending immediately no matter how many APs he still has.

D) Trying to steal from another thief

A player can try to steal from another thief that is on the SAME rooftop space that he is currently occupying. When doing that, they must each roll a die and compare the results, the highest result wins. In case there is a tie, the one being threatened by the robbery wins. If the attacker wins, he randomly steals a treasure from the challenged

thief; if the challenged thief wins, the attacker has to end his turn immediately no matter how many APs he still has.

E) Trying to knock down another thief

A player can try to knock down another thief that is on the SAME rooftop space that he is currently occupying. When doing that they must each roll a die and compare the results, the highest result wins. In case there is a tie the attacker wins. If the attacker wins, he knocks down his opponent, choosing on which city block street he shall land; if the challenged thief wins the attacker has to end his turn immediately no matter how many APs he still has.

F) Buying equipment in the Black Market

The player occupying an alley space marked as Black Market or in the Lair will be able to buy an equipment card available as an Offer, exchanging treasures for equipments.

Each equipment has a value identified on its card, this value has to be paid entirely and whatever money exceeding the cost of the equipment is lost. As soon as an equipment is bought, the other two have to be placed on the bottom of the equipment deck and another three cards from the top of the deck will replace the Black Market's Offer.

The same player can purchase more than one equipment per turn, remembering that after each purchase the two other equipments are placed on the bottom of the deck, and the Black Market's Offer is renewed.

Ex: Lebowsky gets to the Lair with two treasures worth \$200 and sees the following equipment cards: Mask, Whistle and Make-up. Eagerly Lebowsky spends his two treasures worth \$200 on the Whistle that costs \$300. Therefore Lobowsky loses \$100 in the exchange, but he does it anyway. The Mask and the Make-up are put on the bottom of the deck and three new cards are revealed: Two Rope and Grapple and a Bolas card. Lebowsky regrets his move, because he would rather have the Bolas to knock Zigfried down before he got to the Lair, and he has no more treasures to make a new purchase. If he had bought the Backpack he would still have a treasure worth \$200

left to exchange for the Bolas, but he would lose \$100 anyway in this second exchange.

G) Obtaining 'Fame and Fortune'

This action can only be carried out in the Lair, and is more detailed in 4.5 – Obtaining 'Fame and Fortune' ahead.

4 - The game:

After deciding who starts, the game proceeds clockwise. All the players start in the lair.

4.1 - Policemen:

In the beginning of the game there are only two policemen in play. This number can increase if a stake-out rooftop is revealed (see 4.4 – Events)



In the beginning of each player's turn, before carrying out one of his actions, he should choose one of the policemen on the board and move him. In order to do that he must roll a die:

- ▶ 1 or 2: the policeman turns left
- ▶ 3 or 4: the policeman turns right
- 5 or 6: he moves straight to the next lamp post in front of him

SPECIAL: A policeman can never be facing the outside of the board. In case a policeman, when he turns or moves, ends up facing an edge He immediately makes an 180 degrees turn, remaining then with his back to this same edge. This counts as part of the policeman's movement, it just complements the player action that left him facing outwards.

All the streets that are in a straight line with the policeman's line of movement are being watched. If a thief carrying one or more treasures passes (not necessarily stops, passing is enough) through a watched street he will be arrested and his pawn will be placed in the prison. The maximum number of policemen in play is limited by the number of players + 1.

4.1.1 – Blocking streets:

A policeman at a lamp post prevents the movement of a thief that is carrying treasures who tries to move by that post.

4.2 - Prison:

When a player is in prison, he should follow this procedure:

In the beginning of his turn he should move a policeman. But, instead of rolling a die, the player automatically chooses the result, moving the chosen policeman as he wishes to.



Next, if he has any treasures he will go to trial (see 4.2.1 – Trial). In case he doesn't have treasures, the player has served his time and is freed, being able to play normally and having the Prison as his starting point.

4.2.1 - Trial:

The player must roll a die. If the result is 6 he is acquitted, playing normally, having the Prison as his starting point and keeping all the treasures he still has.

If the result is 5 or less he is convicted for one of the thefts and chooses a treasure to discard and remains in prison, besides not playing this turn.

4.3 – Events:

Events are special rooftop cards that don't have treasures. When an event card is stolen the player's turn ends immediately, no matter how many APs he still has left. The events are:

A) Dog:

Discard an item or treasure immediately. In case you don't have one, nothing happens (but the turn is ended anyway)

B) Equipment:

Draw the first card on top of the Black Market's deck, this equipment is yours without expense.

C) Stake-out:

You are arrested. The player gets an out of play policeman and places it at any lamp post adjacent to the Prison.

D) Trap:

Fall off the roof. The player chooses on which one of the street from the same city block he will land.

4.4 – Equipments

Equipments can be acquired in the Lair or in the Black Market. A player can carry up to 3 different equipments at once. If the player already has the maximum number of equipments and decides to buy more, or draws an event that increases this number he must discard immediately the exceeding equipments. If the player, by the means of an event, also ends up with two of the same equipment, he should discard one of the redundant cards, or in case of a one-way equipment (see ahead), use immediately, keeping the new card.

There are three types of equipments:

A) One-way equipments:

They are identified by the having the blue colour and cost \$100. They should be discarded after their use. These equipments don't consume action points and can be used only in your turn.



B) Bonus equipments:

They are identified by having the red colour and cost \$200. They are always being used by the player, without consuming action points.

C) Extra Action Equipments:

Green in colour and cost \$300. They allow the player to perform actions that he normally wouldn't be able to. Each time one of these is used, an AP is spent.

4.5 - Obtaining 'Fame and Fortune':

A player that has stolen a treasure still doesn't have 'Fame and Fortune'. To obtain it he must go to the lair and transform each \$100 in treasure into a point of 'fame and fortune' spending one AP to perform this exchange. Treasures transformed are discarded and can no longer be used in any other way.

4.6 - Winning the Game:

The game ends when a player achieves 15 points of Fame and Fortune. If this happens this player is immediately declared the winner.

If all the rooftops end and none of the players have the 15 points of Fame and Fortune the game ends and the player with the most Fame and Fortune wins, no matter how much he has.

In case of a tie, the tie-break occurs comparing the treasures in possession, and the player that has treasures of a higher value when added up wins. If after that the game remains tied, the city of Ludovia has one or more Great Thieves!

Credits:

Game Design, Layout and Art:

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Questions and Suggestions:

We hope sincerely that you tell us anything that can be subtracted, added or improved. Or do it yourself and show us your version at ludovia@loodo.com.br

