



A strategy board game for 2 to 4 players by  
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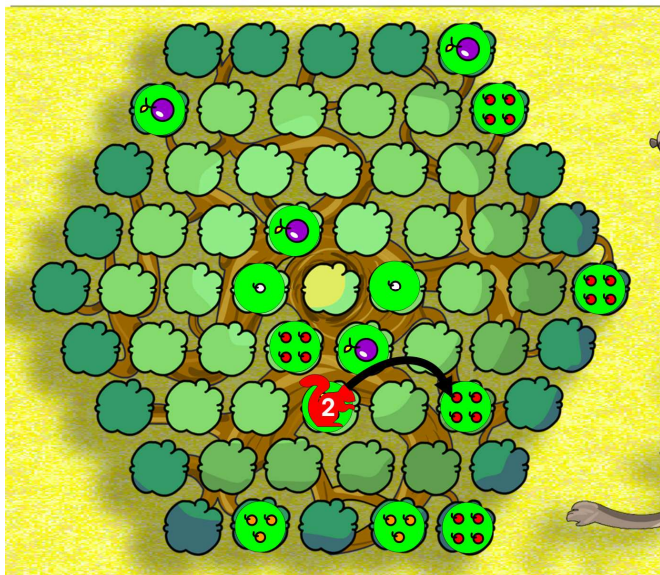
## STRATEGY TIPS

### WHY VALUABLE TILES ARE NOT ALWAYS THE BEST OPTION?

Jumping to the tile with the highest value is a common tactic among beginners. But this is not always a good strategy, as your sugar glider may get trapped into a position where he's forced to get low-scoring fruits or even spend tiles from his reserve on his next jumps. You have to think ahead and find the chain of jumps that gives you the highest score, even if the first tile of the chain has a low value.

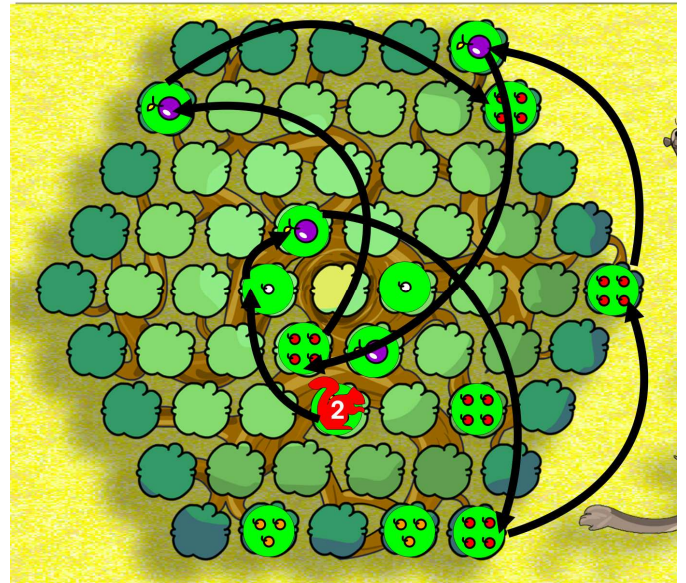
Example:

The red glider is on top of a 2-fruit tile. He decides to jump to the most valuable fruit within reach (4).



... but then he gets trapped with no tiles within a 4 spaces jump, and only 2 jumps available (to the left and to the top-left), as he is forbidden to leave the tree.

But what if he jumps to the top-left 1-fruit tile instead? It seems like he's getting 3 points less (4-1), but this move allows the glider to chain a number of jumps for a total score of 32 points.

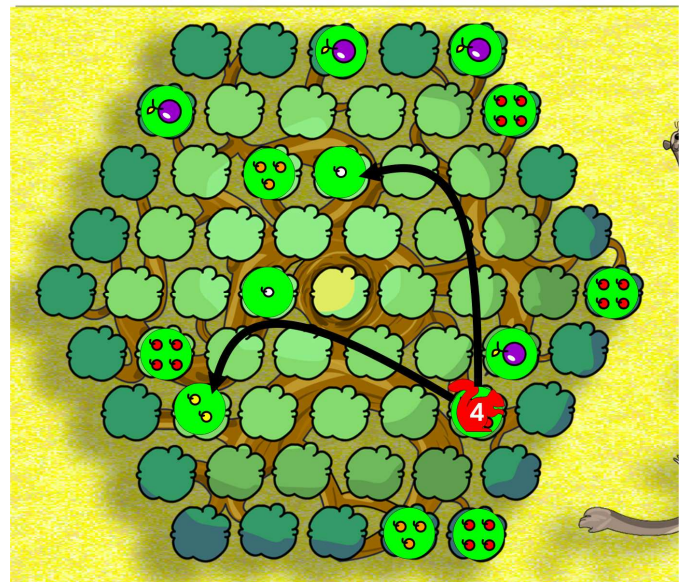


### WHY TORPOR?

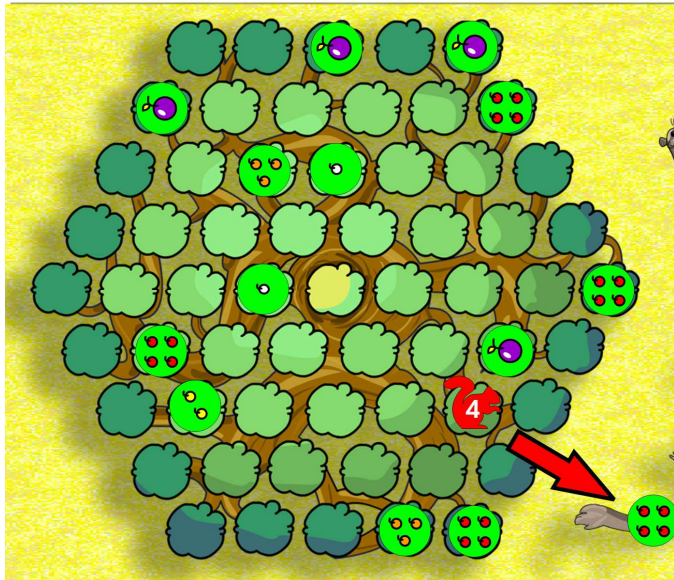
Torpor is the key to winning the game. It allows you to eat the fruit underneath your sugar glider without jumping, and then use a tile from your reserve on your next turn to jump to a better location.

Example:

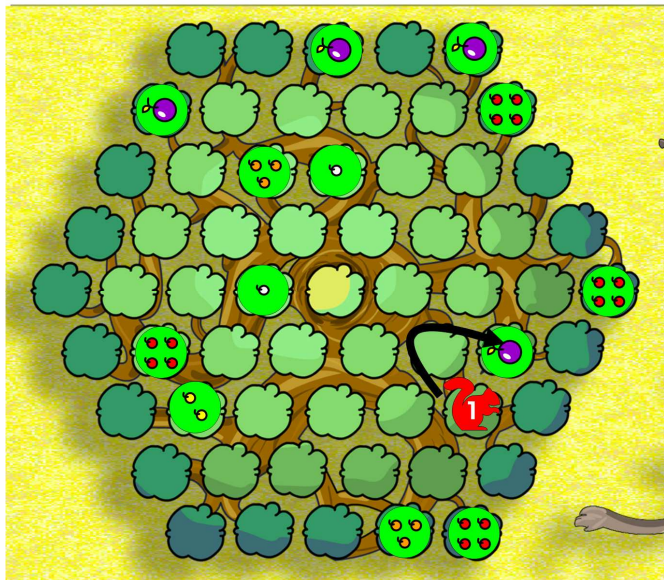
The red sugar glider is on top of a 4-fruits tile. None of the available jumps seems interesting (only 1-fruit or 2-fruit tiles can be reached).



So he decides to torpor, by eating the 4-fruit tile underneath without jumping...



... and then use a 1-fruit tile from his reserve on his next turn to jump to the 5-fruit tile next to him.



Moreover, as the endgame approaches, the tree will have less and less fruits, and the gliders will land on empty spaces more often, forcing them to use tiles from their reserve in order to keep on jumping. But using tiles from your reserve lowers your final score! So you'll have to torpor in order to avoid jumping.

Remember that the game ends when all players torpor in succession, so if you're in the lead, it's usually a good idea to torpor as soon as possible, so the other players are forced to jump (spending tiles from their reserve) in order to keep the game going.

## BLOCKING

Another powerful tactic. It works best with 2 players and it is about impeding other players to get valuable fruits.

Example:

The red glider is on top of a 1-fruit tile. He can jump to the 3-fruit tile on the left and score 3 points. But he decides to jump to the 1-fruit tile scoring 1 point only, but also preventing the blue glider from reaching the purple tile (5 points)!

