

Towers

Contents:

- 1 - 7x7 Game Board
- 10 - Green "Castle" Pieces
- 75 - White "Tower" Pieces
- 75 - Black "Tower" Pieces
- 50 - Red "Tower" Pieces
- 50 - Blue "Tower" Pieces

Overview:

Towers is a 3-dimensional strategy board game pitting two players against each other to build towers to control the board, and capture the 5 castles in the center. Players take turns building their mighty or pushing them over to claim new territory or capture their opponent's lesser towers. Outwit your opponents, and be the first to claim victory.

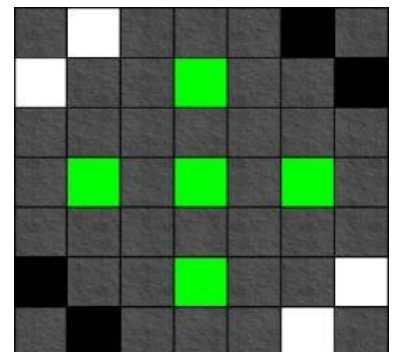
Things you need to know:

- Control : Control of a tower or castle is determined by looking at the top piece of the tower or castle square. The controller is the player that placed the top tower piece.
- Tower Piece : All the non green pieces are held by players off the board and are kept by the players color who matches the pieces color. They are used for building taller towers
- Empty Square : A space on the board with no pieces.
- Tower Square : A tower square is any square a player has a piece.
- Castle Square : A castle square is any square where there is a Green "Castle" Piece. Castles act like towers expect that you cannot build on them. Controlling castle squares is how you win the game
- Crowned : A castle is crowned by the player that places the 5th tower piece.

The quick tips are **EXTREMELY** helpful and should be read and referenced if you are unsure about something during play.

2 Player Setup:

- Each Player takes 75 pieces of one color.
- Place a green piece on each of the green castle squares as shown in the diagram.
- Each player places a 2-piece tower of their color on each square that match that players color on the board.
- Each player should have 8 pieces on the board and there should be 5 green castle pieces.



The Game:

Winning:

A player wins if he controls 4 of the 5 castles on the board, controls 3 or more crowned castles, or his opponent cannot make a move.

Playing:

Starting with the white player, players alternate taking turns, building up their towers and knocking them down to try and capture castles, capture your opponents towers, get better positions, and defend your own towers.(building and pushing will be explain below) Repeat turns until a winner is determined.

Turns:

During your turn, a player must perform one of two actions. BUILDING or PUSHING. You can only take one of the two actions, not both. If the player cannot take either action, he loses the game.

Building – A player may choose to build on any tower he controls. To build, the player places a tower piece of his color on top of a tower he controls. You cannot build on a tower that is already 5 pieces tall. A player may not build on a castle, even if he controls it, nor may he build on an empty square or a tower square controlled by an opponent.

Pushing – A player may choose to push any tower or castle he controls over either horizontally or vertically

1. Select a tower or castle you control that is more than one piece tall to push.
2. Choose a non-diagonal direction to push the tower.
3. Check the next square in the chosen direction.
 - See which pieces of the original tower are blocked(on the same level as another piece) by the tower square in the next. **The lowest piece of the original tower always counts as blocked.** (if the next space is off the board all pieces count as blocked)
 - Move all **non**-blocked(all the pieces that are higher than the pieces in the next square) pieces of the original tower on top of the next tower
4. Repeat step 3 using the new tower to see which of the original pieces are blocked until all of the original tower's pieces have been blocked. Making sure only pieces of the original tower are moved

QUICK TIPS & EXAMPLES:

- Pushing is how you travel around the board and building lets you change how far you go and what you can capture.
- You can only gain control of castle by falling ON them.
- A Tower will never be higher than 5 pieces tall EVER.
- A Tower during a push will never travel farther than its starting height.
- At least 1 piece of the original tower has to move for it to count as a push
- You cannot push a tower that is 1 piece tall
- At least one piece of the original tower must be left in each space the tower falls through
- It does count as a push if only one piece moves. (ie: if a tower is 4 tall and the next tower is the push is three tall the top piece of the 4 tall tower will move on top of the 3 tall one and that's the entire push.)
- You can't push a tower that is one tall.
- You can push castles but if they were crowned they no longer are.
- Only pieces of the original tower move but you use the towers they fall on top of to determine which ones are blocked.
- You cannot push onto or through a tower that is taller than the tower falling.
- At least one piece of the original tower must be left on each spot you fall on.
- A push cannot change directions.
- A push must travel as far as possible even if it would be more useful to not
- You may only do one action on your turn build or push.

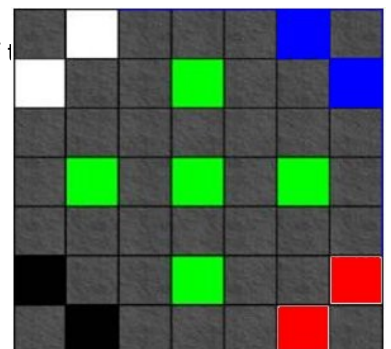
Four Player Game:

Setup:

Each Player takes 50 pieces of one color and places the pieces in front of them. Place a green piece on each of the green castle squares as shown in the diagram.

Each player places a 2-piece tower of their color on each square that match that player's color on the board.

Each player should have 8 pieces on the board and there should be 5 green castle pieces.



Winning:

A player wins if he controls 3 of the 5 castles on the board, controls 2 or more crowned castles, or none of his opponents can move.

Additional rule -- if you cannot move your turn is skipped.