TOWER TWO

- rules -

Tower Two is an abstract strategy game for two players, as chess or go. You have an army of eight men and your objective is to get two of them to occupy both towers of your opponent.

You move from dot to dot, horizontally or vertically only, trying to defeat opponent's soldiers. Returning a soldier to the battlefield after being defeated is costly so you must be careful with your moves.

Good luck!

Trenches zone

Front line zone
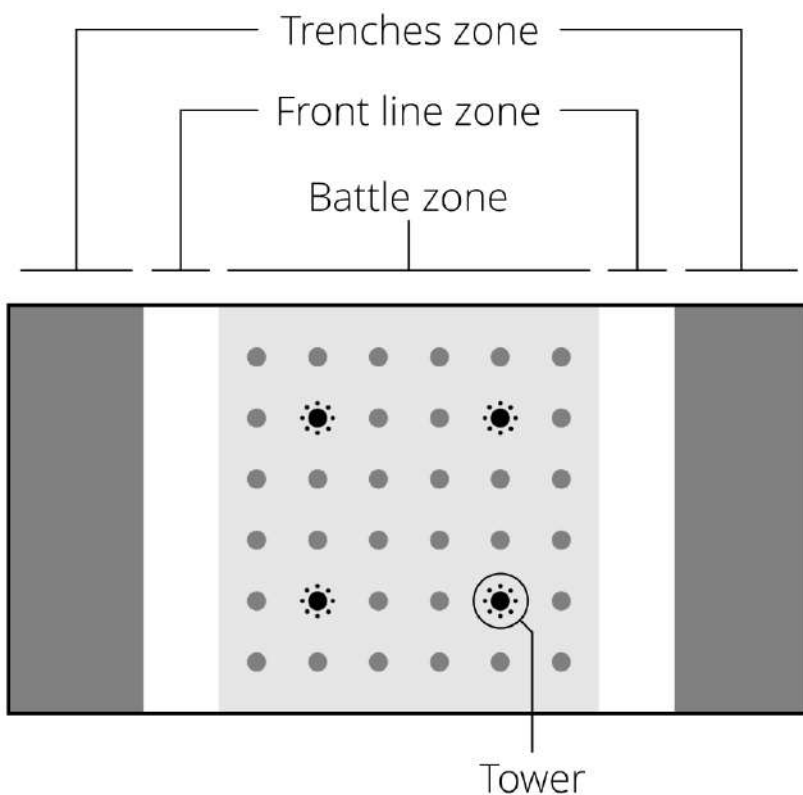
Battle zone

Tower

There's two (private) zones for every player (*Trenches* and *Front line* zones) and one common zone (*Battle* zone). The two towers near the *Front line* are the player's towers.

A soldier in the *Trenches* can only move to the *Front line* zone. A soldier in the *Front line* can enter the *Battle* zone through one of his towers only if it's not being occupied by a soldier (of any color).

In the starting position, every player has one soldier in each tower and the remaining six in the *Front line* zone.

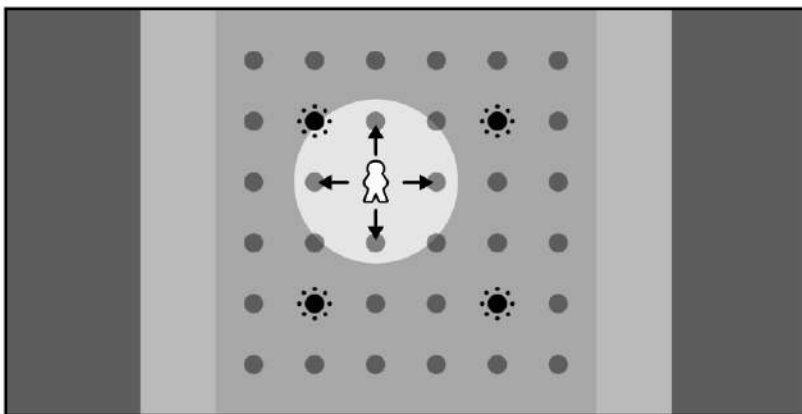After deciding wich player goes first, every player **must** perform **three actions** choosing from:

Move a soldier to a adjacent dot	1 action
Move a soldier from *Front line* to a *Tower*	1 action
Move a soldier from *Trenches* to *Front line*	1 action

A soldier can only be moved horizontally or vertically to an adjacent dot or Tower.

CAPTURE

If a player moves a soldier so that an enemy soldier rests between two of his soldiers, the enemy soldier is considered "captured" and is moved to the enemy's *Trenches* zone.