

# Rise!

*You must build three towers before your opponent beats you in a battle to rise to the top! By cleverly surrounding an empty space with six workers you will break new ground and lay the foundation on a path to victory! Take caution though, if you lose sight of your opponent's plans your towers may be left in the dust!*

*In this simple yet strategic game, players battle it out by both adding to the ever changing board and placing their workers strategically to watch their towers Rise! While seemingly simple, the entire game can change with the placement of a tile or a fiendish movement with a worker. What actions will you take in a game where winners must balance their construction with the destruction of their opponent?*

## Object of the Game

In *Rise!* 2 players compete placing land tiles and workers in effort to construct towers. The first player to construct 3 towers, or eliminate their opponent's workers, wins.

## Component List

- 1 Rulesheet
- 60 Land Tiles
- 60 Wood Tokens "Workers" (30 per color)
- 18 Wood Blocks "Towers" (9 per color: 3 Large, 3 Medium, 3 Small)

## Component Outline

The following section reviews the components of *Rise!*

### Land Tiles

These 60 hexagonal tiles have a patch of grass on the front side and the *Rise!* logo over stone on the back side.



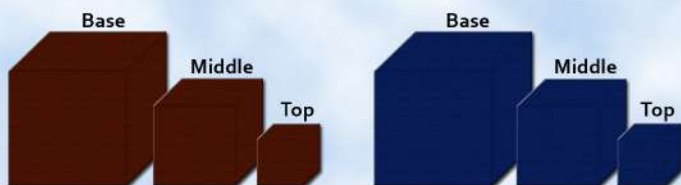
### Wood Tokens "Workers"

These 60 wood tokens are split up by color, 30 to each player. They represent the workers that players must use to construct towers.



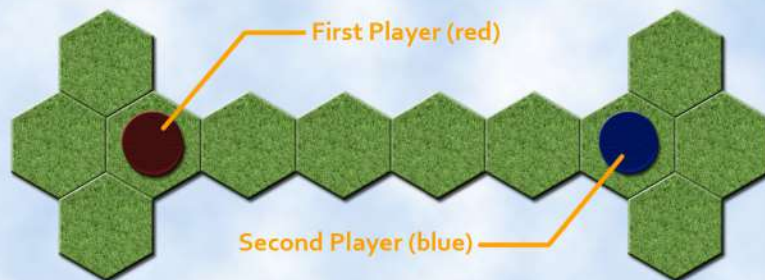
### Wood Blocks "Towers"

These 18 wood blocks are separated into 2 colors and 3 sizes. Each player should have 9 blocks total: 3 large blocks (base), 3 medium blocks (middle), and 3 small blocks (top).



## Game Setup

Create the Starting Land Formation. The starting formation consists of 12 land tiles. Arrange the tiles to match the graphic below. 8 tiles are used for the central strip of land. Place a tile on both sides between the first and second tile, repeat on the opposite end between the seventh and eighth tile. Then red player places a worker on the second tile and blue player places theirs on the seventh tile.



## Playing the Game

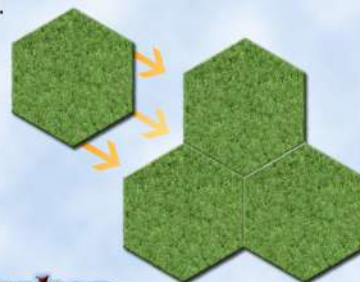
The game is played over several alternating turns, beginning with the red player.

Using the following list of options players must choose two actions every turn. **The red player will choose only one action on their first turn** and then two actions a turn for the remainder of the game. Blue player will always choose two actions. Any combination of actions is allowed, this includes using the same action twice.

1. Place a Land Tile.
2. Place a Worker.
3. Move a Worker.
4. Jump a Worker.
5. Sacrifice to Eliminate a Worker.
6. Sacrifice to Place a Worker Freely.
7. Remove a Tier from your Tower.

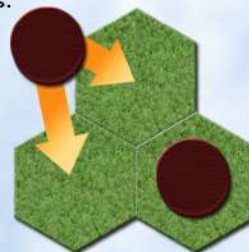
### 1. Place a Land Tile

With this action a player may place a new land tile adjacent to any existing tile and increase the size of the board.



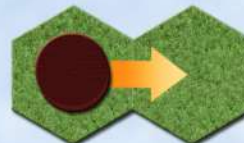
### 2. Place a Worker

This action allows a player increase the number of workers they have by adding one to a land tile that is unoccupied. The new worker must be placed adjacent to any of your already existing workers.



### 3. Move a Worker

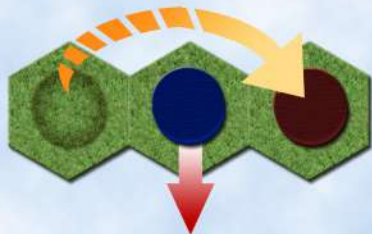
With this action a player may move a worker one space to an adjacent tile that is not occupied.





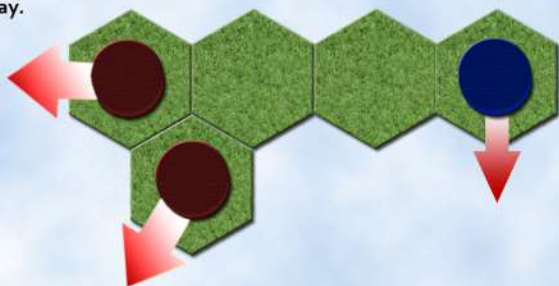
## 4. Jump a Worker

This action allows a player to eliminate one of their opponent's workers. This is done by jumping an unprotected enemy worker. An unoccupied land tile must be directly behind the worker being jumped. The worker that was jumped is then removed from the board.



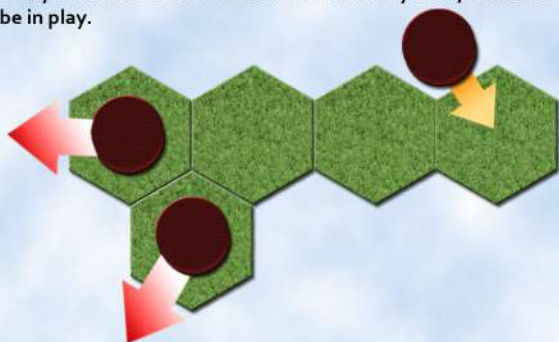
## 5. Sacrifice to Eliminate a Worker

With this action a player may choose to remove any two of their own workers from the board to be able to eliminate any one of their opponent's workers. A player may not reduce their workers to zero at any time, at least one worker must always be in play.



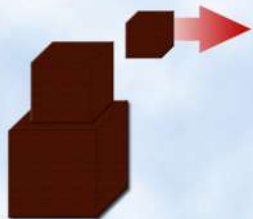
## 6. Sacrifice to place a Worker freely

This action allows a player to remove any two of their own workers from the board to be able to place a new worker. The new worker may be placed on any unoccupied land tile, it does not have to be adjacent to an already existing worker. A player may not reduce their workers to zero at any time, at least one worker must always be in play.



## 7. Remove a Tier from your Tower

With this action a player may choose to remove a tier from any of their towers. As this move is an antithesis to the game its use remains slim. However, it does serve useful when a player must abandon a tower in effort to reconstruct it somewhere else.



## Winning the Game

*Rise!* has 2 winning conditions, 3 constructed towers in play or player elimination.

### 3 Constructed Towers in Play

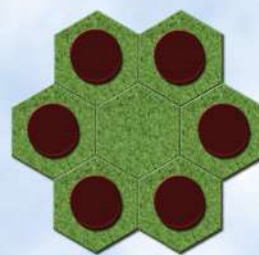
The first player to have 3 completed towers on the board is declared the winner. All 3 towers must be fully constructed with 3 tiers and all on the board at the same time. If a tower is missing a tier or has been destroyed it does not count towards victory.

### Player Elimination

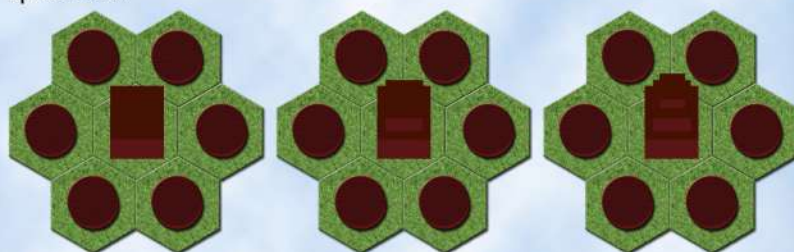
A Player is declared the winner if they can eliminate all the workers of the other player.

## Constructing Towers

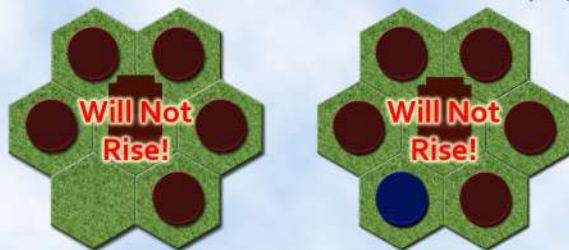
To construct a tower a player must use their workers to completely surround an unoccupied land tile, as seen in the graphic below. This requires the use of 6 workers. If positioned correctly, workers may participate in the construction of multiple towers at the same time.



Completing this formation anytime during a turn will instantly result in the start of a tower. The player then places a "base" tower block on the center tile as a free action. This formation must remain for 2 more turns in order to complete the full tower. The next block is placed immediately at the start of the next turn if the player has maintained this formation. Only one tier per tower per turn can be constructed. Placing tower blocks are a result of the player's worker placement and do not take up an action.



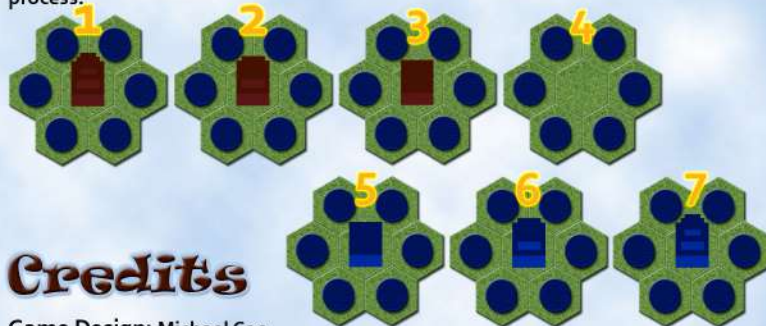
If your opponent can break your formation and/or invade your area with their own workers your tower construction cannot continue. Once you are able to retake the area and restore the formation the tower construction will immediately begin again.



**Note:** Once a tower is complete, the worker formation is not required to sustain it.

## Destroying Towers

A player may destroy their opponent's tower by completely surrounding it with their own workers. Once this is achieved one tier is immediately removed from the encompassed tower as a free action. For each round this formation is maintained one tier is removed from the tower. After destroying all 3 tiers of the tower the attacking player will begin their own tower construction the following turn, 7 turns for the entire process.



## Credits

Game Design: Michael Coe  
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Production Management: Patrick Nickell  
Editor: Brittany Coe  
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Graphic Design: Michael Coe  
Art Direction: Michael Coe  
Publisher: Crash Games, LLC



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