

The Tower

Objective:

To defend the tower from enemies.

Components:

- 6 x 6 grid - with the tower positioned in the four central squares
- 9 sticks - representing shields
- 24 discs
- 24 number cards

Set up:

- Shuffle the number cards and place them in a deck. Take the first 8 cards off the main deck and set aside to form a face down side deck.
- Place the 24 discs around the edges of the grid - well away from the edge. The discs represent the enemy. Disc colours are irrelevant.
- Two players, each armed with 2 shields stand in different squares within the tower.

How to play:

On each turn:

1: Flip over card(s). Players must flip over exactly one card from the main deck. After seeing this card, they may also choose to flip over a card from the side deck. All players may discuss options, but the off-board players make the final decision about whether to flip a card on the side deck or not. The discs in the positions shown on the cards move forward to the edge of the board - ready to enter the battlefield.

2: Players move. Each player may move one square (not diagonally). They must take their shields with them. Players may move in any order. All players may discuss options, but the on-board players make the final decision about whether to flip a card on the side deck or not.

If a player moves into a square containing an enemy, the enemy is removed from the board and the player loses a shield. If the player has no shield when entering the square of an enemy, the enemy is removed but the player is lost to the team and can no longer take part in the game.

If a player moves off the edge of the board, a new player may immediately enter any square in the tower, armed with two shields. This player may not move out of the tower this turn.

3: Enemies move. Every enemy in the field moves one space closer to the tower. Enemies may only move in the direction the arrows are pointing. If a square contains arrows in two directions, the team may choose which way to move the enemy. The enemies can move in any order.

If an enemy moves into a square containing another enemy, this second enemy is shunted forward into the next square in the same direction that the first piece is moving.

If an enemy moves into a square containing a player and that player has a shield, the enemy is removed and the shield is spent. If the enemy moves into a square containing a player that does not have a shield, the enemy is lost, but so is the player.

4: New enemies enter the field. Any enemies ready around the edge of the field will now move into the field.

Three times during the game, the team may use a power-up. Each power-up may only be used once.

End Game & Scoring

The game ends after 20 minutes or when an enemy enters the tower or when the main deck runs out, whichever happens first.

The team calculates their score as follows:

- 1 point per enemy slain.
- 2 points per active (not dead) player

Notes on Physical Movement

The on-board players move around the board defending the tower from enemies.

The off-board players flip cards and move around the space, moving the enemies into position and around the grid.