

TWRS

Contents

- Game board (inside lid).
- 40 Marking stones.
- 3 Towers in 2 colours.
- 4 Felt Pads to protect among others, the box, board and table.
- 4 Caps to put the game board on top of the base of the box, without damaging it.

Object of the game

The purpose of TWRS is to conquer a larger part of the game board than your opponent.

Preparations

The marking stones and towers are placed on the board as in the starting position. One player chooses a colour; the other player starts the game.

Intersections

TWRS is played at the intersections of the lines on the board. A tower or marking stone can never be placed inside a square.

Game turn

In his turn a player:

- Must move one of his towers and
- Is allowed to mark

After one player is done, it is the other player's turn.

Lines of movement

Each tower has four lines of movement: up, down, to the left and to the right. Lines of movement always start at the tower and end at an intersection with a marking stone or another tower (of the player or his opponent) on it. Lines of movement also end at the edge of the game board.

Move a tower

In his turn a player must move one of his towers. He can move the tower as far as he likes. The tower can only be moved to another intersection on one of its current lines of movement.

To be clear:

- In his turn, a player can move one tower in one direction only (without making a turn around a corner).
- A tower can never be put on the same place as another tower or marking stone.
- A tower cannot jump over a marking stone or another tower.
- It is not allowed to move a petrified tower (see Petrified towers).

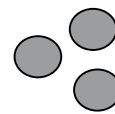
Active tower

After the player has moved his tower, this tower is the active tower, until the end of the player's turn.

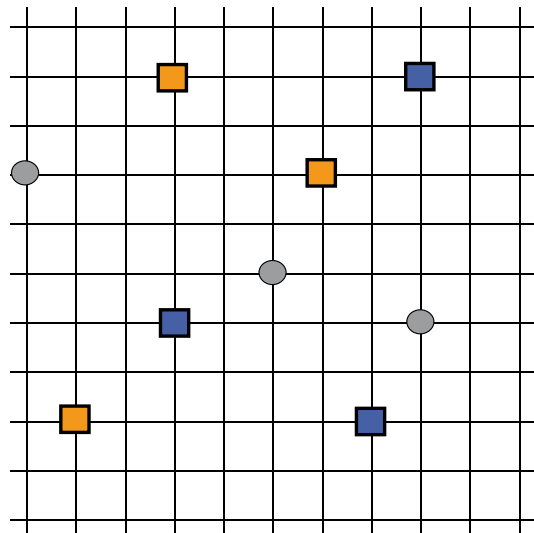
Towers



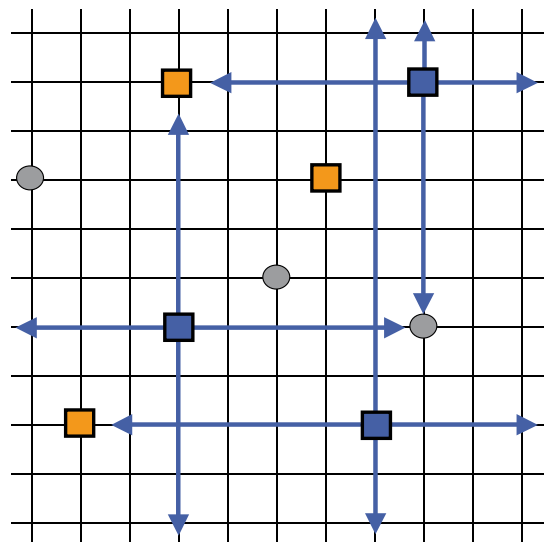
Marking stones



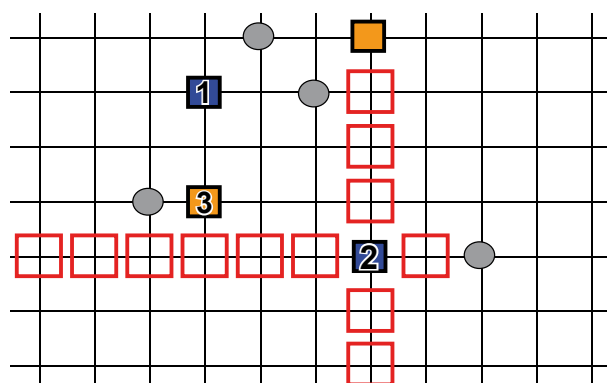
Starting position



Move a tower – The lines of movement of the blue towers.



Move a tower – Blue can move tower 2 to one of the intersections surrounded by a red square.



Marking

After a player has moved one of his towers, he is allowed to mark. Marking means that the player places one or two marking stones. The marking stones are always placed on the marking points.

Marking points are those points, where the lines of movement of the active tower in its new position cross the lines of movement of one tower of the opponent.

If the active tower could mark more than one tower of the opponent, the player whose turn it is chooses which tower of the opponent to mark.

If a player forgets to place a marking stone at a marking point, the opponent can oblige the player to place the marking stone after all.

To be clear: The active tower can never mark a tower that is standing on the same line as itself.

Areas

Some areas get isolated from other areas, because players place more and more marking stones on the game board. An area is considered closed once it is impossible to move a tower from this area to another part of the game board (example on next page).

Petrified towers

As soon as there is only one tower left in a closed area, this tower is considered petrified. As soon as there are only towers of one colour left in a closed area, these towers are considered petrified (example on next page).

It is not allowed to move petrified towers.

End of the game

The game ends, when the player whose turn it is cannot move any of his towers.

This is almost always the case when all towers have been petrified (example on next page).

It can happen, however, that not all towers have been petrified, but the game is still over. This is the case, when the player whose turn it is cannot move his non-petrified tower(s).

Scoring

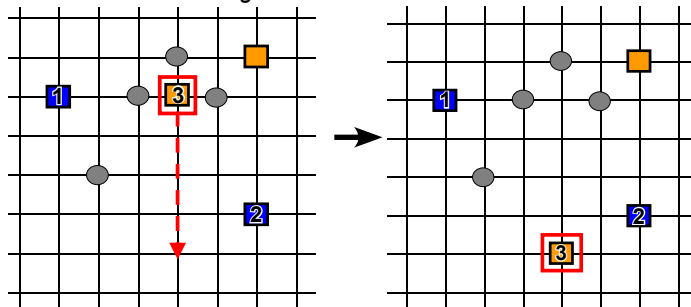
After the game ends, players calculate their scores. The player with the highest score wins.

Each intersection within a closed area counts as one point for the player whose petrified tower or towers are standing in this closed area. Intersections with a tower on it do count. Intersections with a marking stone on it do not count (example on next page).

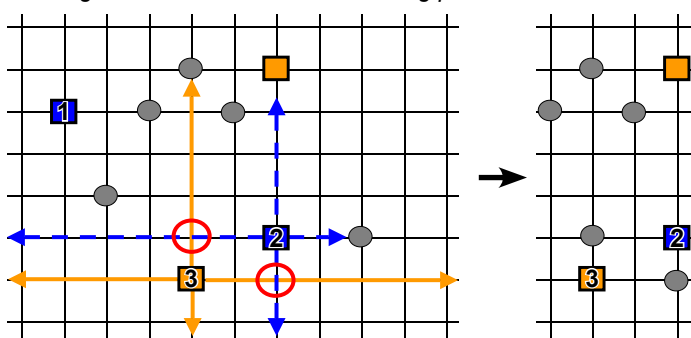
If there is no tower in a closed area this area counts for neither of the players.

In the rare case that there are non-petrified towers from both players in a closed area, this area does not count.

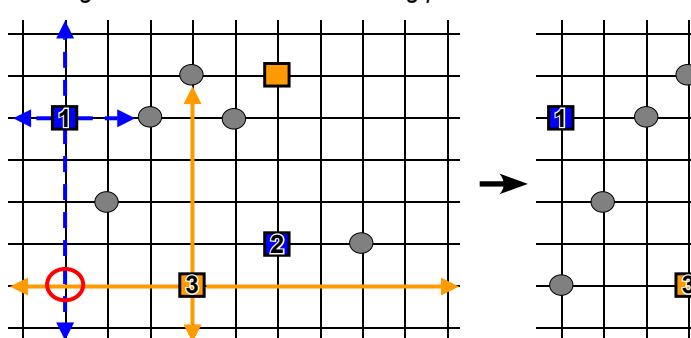
Move a tower – Orange moves tower 3.



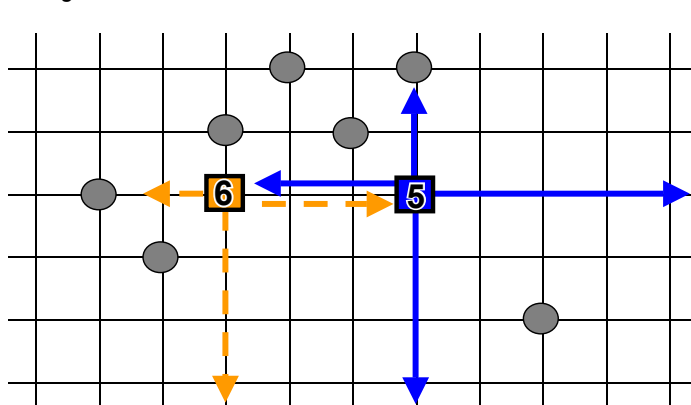
Marking – When Orange marks tower 2 of Blue he places two marking stones at the encircled marking points.



Marking - When Orange marks tower 1 of Blue, he places one marking stone at the encircled marking point.

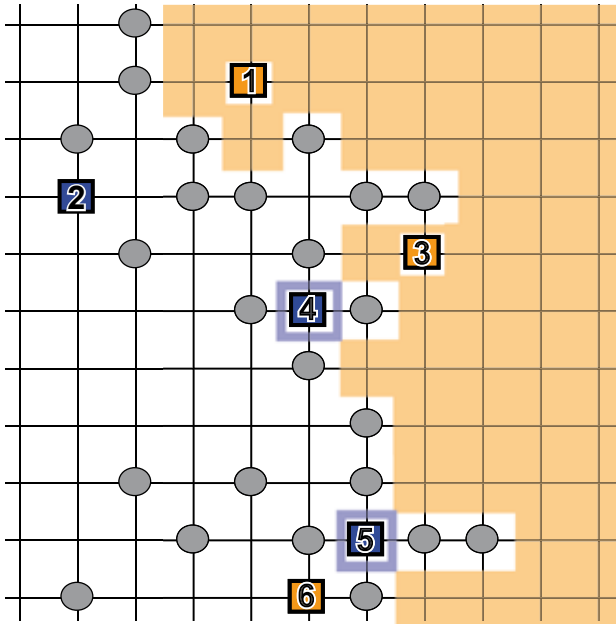


Marking – The active tower 5 of Blue cannot mark tower 6 of Orange because the lines of movement do not cross each other.

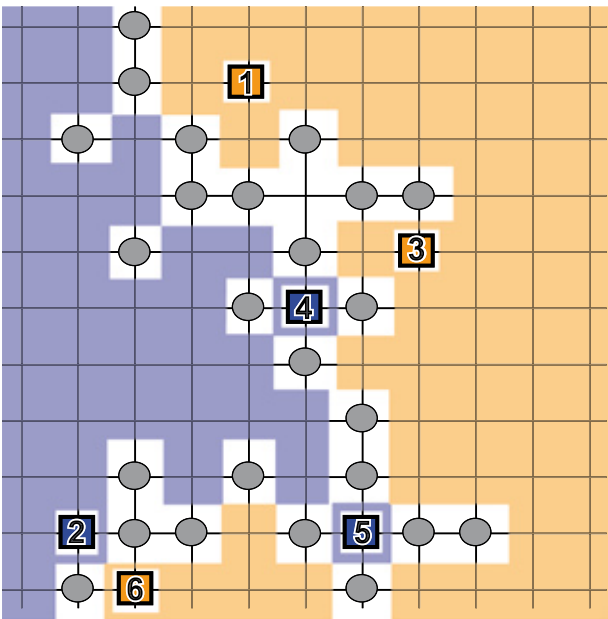


Areas – Towers 1 and 3 are standing together in one closed area (orange). Towers 4 and 5 are both standing alone in a closed area (blue). All these Towers are petrified and they are not allowed to be moved again.

Towers 2 and 6 are standing together in one closed area (no colour). Until both towers are petrified and have their own closed area, they can still be moved and mark each other.

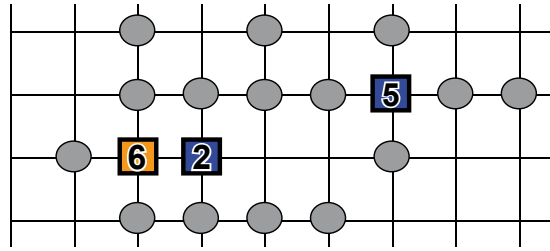


End of the game – In this example there are no more closed areas with towers of both colours. All towers are petrified. The game is over.

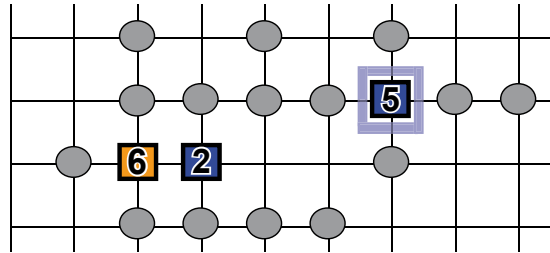


End of the game – It is Orange's turn. He is not allowed to move towers 1 and 3 (not shown in the example) because they are already petrified.

Orange cannot move tower 6 because tower 2 of Blue is blocking it. The game is over.



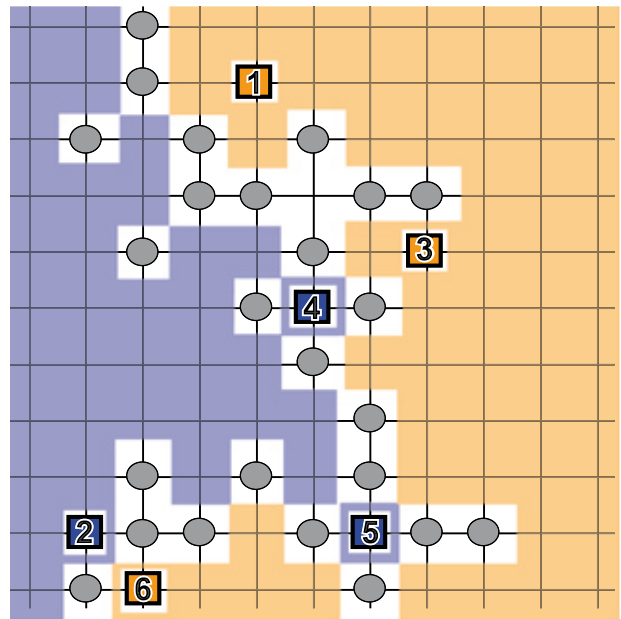
Scoring – The area with towers 2 and 6 does not bring any points because it contains a tower of both players.



Scoring – Orange has: 53 points (towers 1 and 3) + 5 points (tower 6). Total score: 58 points.

Blue has: 35 points (tower 2) + 1 point (tower 4) + 1 point (tower 5). Total score: 37 points.

Orange has won the game.



Advanced players

Advanced players can play towers with one or more of the following rules. This makes the game a little more difficult, but adds more depth to it.

1 Without starting position

Instead of playing with the starting position given above, advanced players place the towers and first three marking stones themselves.

Preparations are as follows:

- Player A places a marking stone.
- Player B places a marking stone.
- Player A places a marking stone.
- Player B places one of his towers.
- Player A places two of his towers.
- Player B places his last two towers.
- Player A places his last tower.

Player A starts the game.

2 Marking lines

In this variant, players cannot only mark with the lines of movement but also with the marking lines.

The active tower has four diagonal marking lines. Just like the lines of movement, the marking lines start at the tower and end at an intersection with a marking stone or another tower on it. Marking lines also end at the edge of the board.

Be aware: Only the **active** tower can use the marking lines!

Marking

After moving his tower, the player can either mark with:

- the lines of movement of the active tower
- or with one pair of opposite diagonals of the active tower
- or with the other pair of opposite diagonals of the active tower.

The player can then place a maximum of two marking stones at the marking points.

Be aware: The player cannot place one marking stone on a line of movement and another marking stone on a marking line. They both go on the lines of movement, or they both go on one pair of opposite diagonals, or they both go on the other pair of opposite diagonals (also see the examples).

Petrified towers

A petrified tower in a closed area cannot be marked by a non-petrified tower of the opponent. In this way, the closed area of a petrified tower cannot be reduced.

Edition

The collector's edition of TWRS is limited to 265 copies.


Maintenance

Box and game board are made of stainless steel. The best way to clean them is by rubbing with a soft dry cloth. For thorough cleaning use a soft cloth in combination with a non-aggressive and non-abrasive (non-scouring) cleaning fluid.

Music

While playing TWRS Martyn F likes to listen to the Album Alina of Arvo Pärt (ECM Records - ECM 1591).

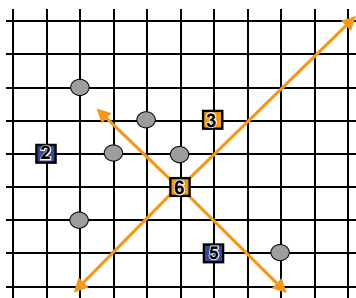
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 info@emmagames.com
 www.emmagames.com
 Author: Martyn F
 Game parts and box: Manufactured in Holland.

 Not recommended for children under 3 - small parts may be inhaled or swallowed.

Martyn F wishes to thank: Maartje, Alwin, Anne, Bart, Bert, Els, Erwin, Floris, Fred, Jeroen, Jon, Joost, Martin, Melanie, Noline, Niek, Nienke, Oliver, Raldi, Ralf, Roderik, Söhnke and others.

Marking lines

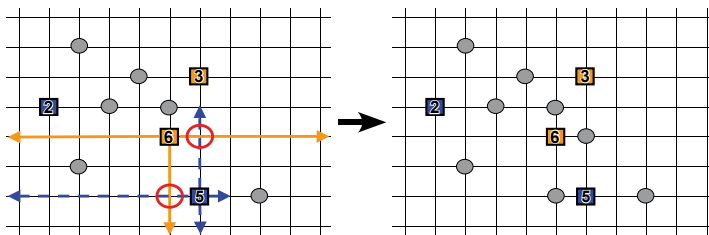
Orange has moved tower 6. Tower 6 is now the active tower and has the following marking lines:



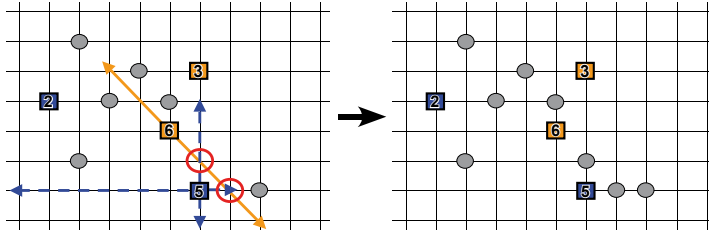
Marking lines - Marking

After Orange has moved tower 6, he is going to mark tower 5. Orange can choose one of the following options to mark:

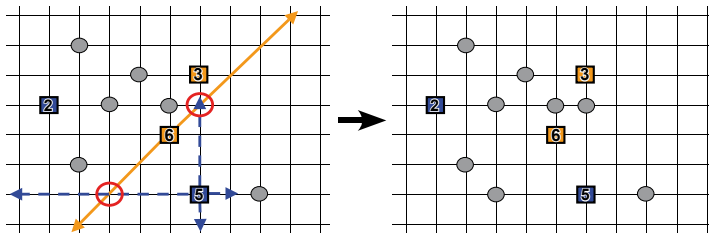
Orange can mark with the lines of movement



or with the marking lines of one diagonal



or with the marking lines of the other diagonal.



Other games of Martyn F

Cities

Cities is a fast, tactical placing and positioning game. It takes about fifteen to thirty minutes to play. Cities has been nominated for the Dutch Game of the Year 2009 and is on the German list of recommended games of "Spiel des Jahres" 2009!



Wadi

Wadi is a tactical desert game, that can be played within half an hour.

The game board has a variable set up, which ensures that each game you play is different from the last.

More info: www.martynf.com

