

TWRS

Contents

Game board (11x11 lines).
 40 Marking stones.
 3 Towers in 2 colours.

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.

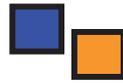
To be clear:

- 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).

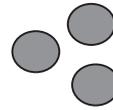
Active tower

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

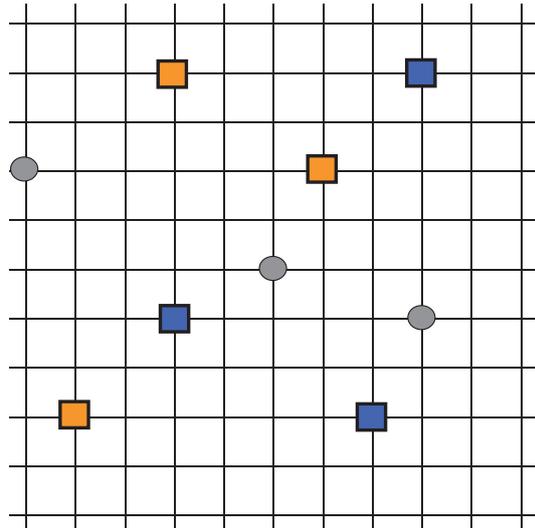
Towers



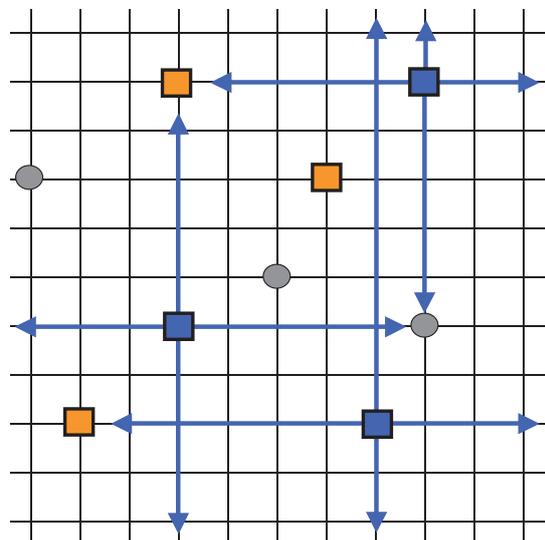
Marking stones



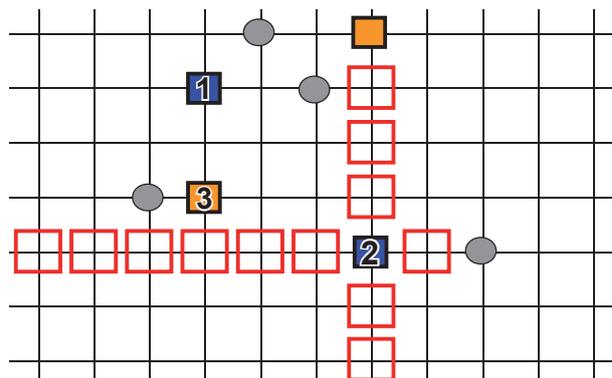
Starting position



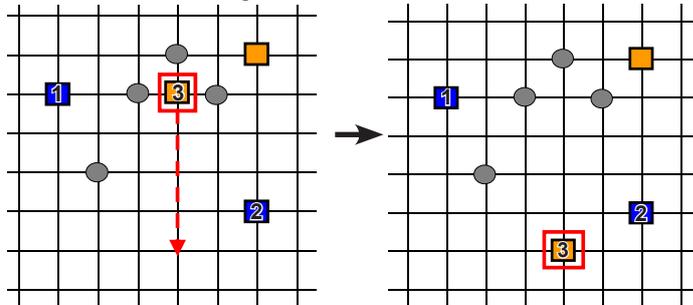
Move a tower – The lines of movement of the blue towers.



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



Move a tower – Orange moves tower 3.



Marking

After a player has moved one of his towers, he is allowed to mark. He is not obliged to do so.

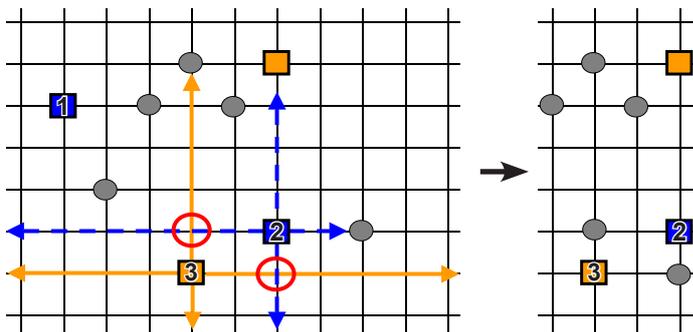
Marking means that the player places 2 marking stones on the game board. The marking stones are always placed on the intersection of the lines of movement of the active tower and the lines of movement of one tower of the opponent.

If the player chooses to mark, he must place both marking stones. It can happen however that the player can only place one marking stone (especially later in the game). In that case the other marking stone is not placed.

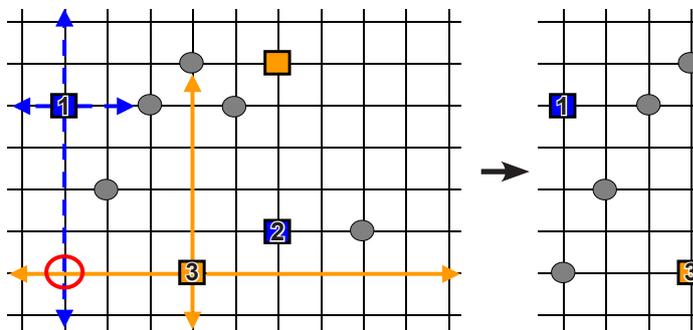
If the active tower could mark more than one tower of the opponent, the player whose turn it is chooses which tower of the opponent to mark.

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

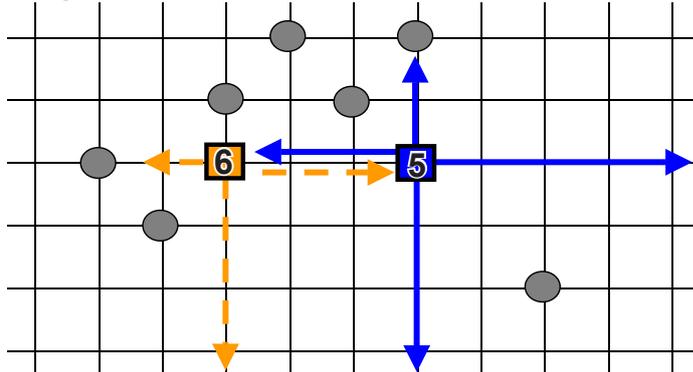
Marking – The illustration below shows the lines of movement of the active orange tower (number 3) and tower 2 of Blue. If Orange decides to mark tower 2, he must place marking stones where these lines of movement intersect.



Marking - Orange could also choose to mark tower 1 of Blue. In that case he places only one marking stone at the encircled intersection.



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



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.

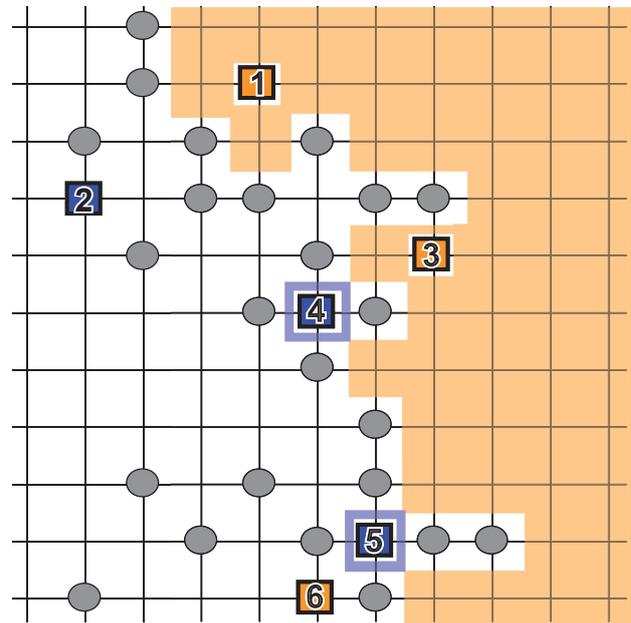
Petrified towers

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.

It is not allowed to move petrified towers.

Areas and petrified towers – 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.



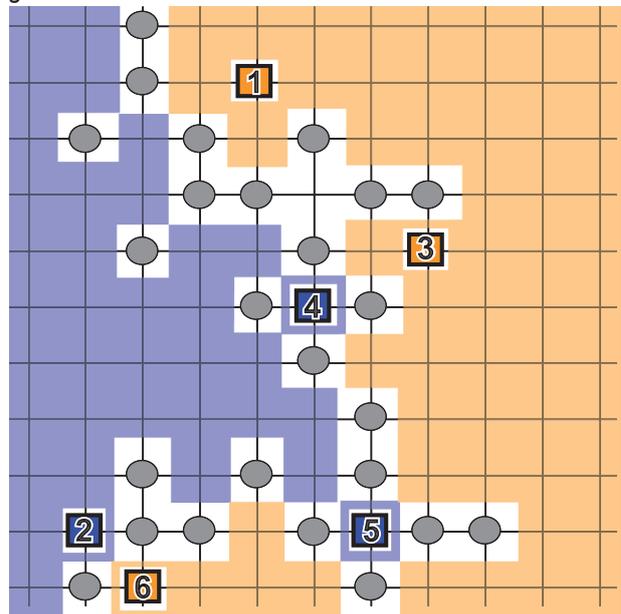
End of the game

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.

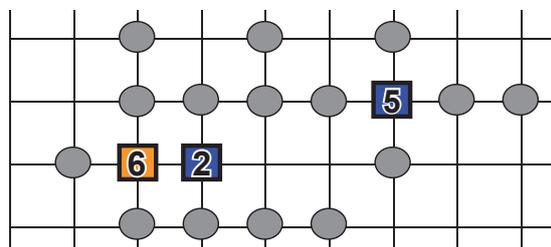
It can happen, however, that not all towers have been petrified, but the game is still over. This is the case, when the player whose turn it is cannot move his non-petrified tower(s).

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

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.

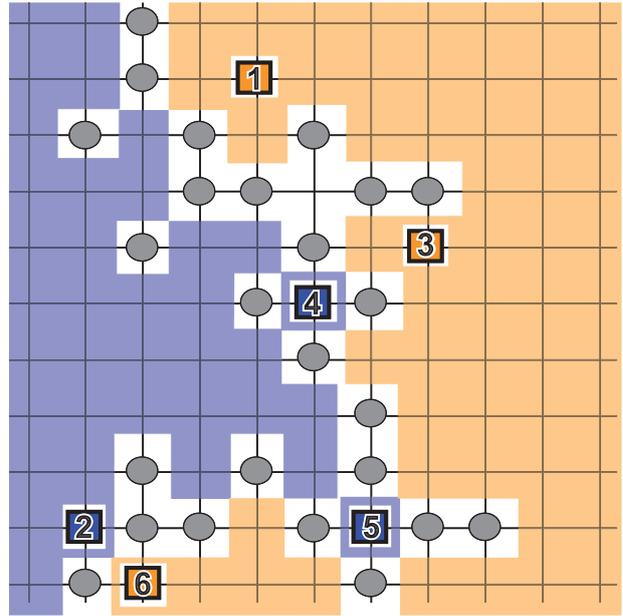
If there is no tower in a closed area this area counts for neither of the players.

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

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

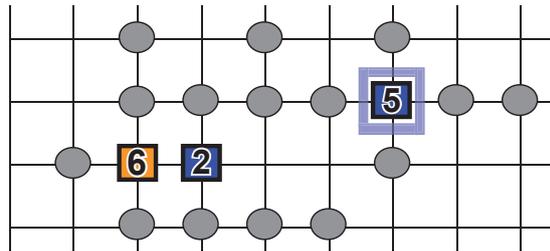
Instead of playing with the starting position given above, advanced players place the towers and first three marking stones themselves.

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.

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



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Game parts and box: Manufactured in Holland.



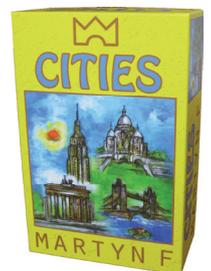
Not recommended for children under 3 - small parts may be inhaled or swallowed.

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.

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

