

# DER TURM



## TOWER TO THE PEOPLE



The plan was brilliant: sneak into the **TOWER**, grab all the gems, and then get out fast. But this **TOWER** is cursed. The floors move up and down. And the only way out is to leave the loot behind. But these cursed gems stick to your fingers and refuse to let go. Who will manage to outsmart the **TOWER** and escape?

### OBJECT OF THE GAME

Put **all** your gems in the **tower**. But be careful! One wrong move and all the stones will reappear in your pocket.

### GAME MATERIAL



10 floors



1 roof



36 gems



10 number disks

(1x 0, 3x 1, 2x 2, 2x 3, 1x 4, 1x ★)

### GAME SET-UP



Place a **number disk** in **each** floor.

*Is this your first time playing?*

*Then play without ★ and with only 9 floors!*

For each number **1, 2, 3,** and **4** put **one** gem in a floor with that number.

Then stack **all the floors** in **random** order to form a **TOWER** and place the **roof** on **top**. Distribute the **remaining 32** gems **evenly** among all players. If there are any gems **left over**, they all go to the **starting player**.

### COURSE OF THE GAME

You play in turns. When it's your turn, you can **pick up any number of floors in one go**, creating two smaller towers. You are **never** allowed to pick up **only the roof**.

Check: If there are **fewer** gems in the floor you **just opened** than the **number** on its number disk shows, place **one** of your gems **inside** – **NEVER MORE THAN ONE!**



**Example:** You open a floor with a "3" on its number disk. There is only one gem there. You place one of your gems inside and may reveal another floor (if you wish).

Now you decide whether to

- ◆ **reveal another floor** to place a gem there as well, or
- ◆ **end your turn**.

All **revealed floors** remain **open** until the **end** of your turn.

As long as you manage to place another gem in the **TOWER** each time you reveal a floor, you may continue doing so until you voluntarily end your turn.

However, if you reveal a floor where there is **no room for another gem** (because there are already as many gems as the number disk specifies – e.g., no gems on floor "0" or 2 gems on floor "2," etc.), the **TOWER** has **outsmarted you**: You must then **take all gems from all revealed floors** and **place them in front of you** – you have to get rid of them later. **This ends your turn**.



At the **end of your turn**, you rebuild the **TOWER** as follows:

- 1 **Move the roof** (mandatory) **to a floor** that you have uncovered in this turn.
- 2 Then **staple** the opened "**tower sections**" **back together—in any order**, but without opening any further floors.

Then it is the **next player's turn**.



### END OF THE GAME

If you place **your last gem** in the **TOWER**, you have outsmarted and defeated the **TOWER**: You escape the **TOWER** and win the game. Your fellow players have gems – but trapped in the **TOWER**, they are of no use to them ...



#### Play the **ENTIRE TOWER** (10 floors with ★!)

The "tenth" number disk shows a ★. Play the **ENTIRE TOWER** with it! Now use all **10 floors** – this gives the ★ its own floor.

**A special rule applies to this floor, which you can choose before the game begins. Select one of these 4 rules:**

**"Super 2":** If the floor is **empty**, place **two gems** in it. If not, **take all gems** from all **open floors** and **end your turn**.

**"Mirror":** This floor can hold "**as many gems as you currently have**." If there are fewer gems in it **than you have left**, put **one** into the floor. If not, **take all gems** from all **open floors** and **end your turn**.

**"The Friendly 4":** This floor can **hold 4 gems**. When you reveal this floor, **the player who currently has the most gems in front of him places one gem in it**. If the floor is full when you reveal, instead **all the gems** from all **open floors** and **end your turn**.

**"Can't Stop":** This floor can **hold 4 gems**. After you have placed a gem inside, you **MUST** reveal another floor and **only then may you end your turn**.