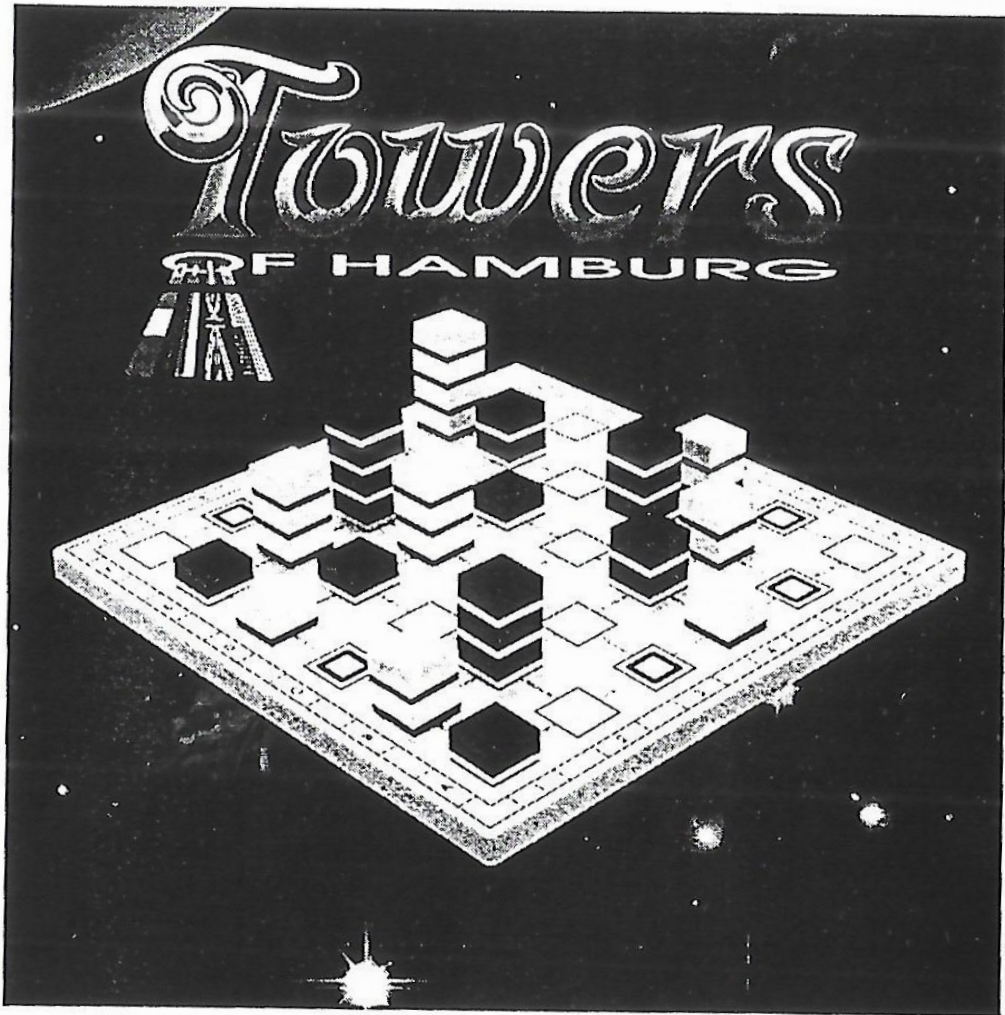


SPIELANLEITUNG - GAME INSTRUCTIONS - RÈGLE DU JEU



BESON  
GAMES  
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## **Towers of Hamburg**

**Towers...** is a strategic board game for two players in which towers are built up in stages. If the towers are placed cleverly enough this can spoil the opponent's strategy, resulting in a tense duel to see which of the players can build their tower. The object of the game is to be the first to build a six-storey tower or to block the opponent thus leaving him no room to move.

The game consists of a board with 18 black and 18 white fields with the 36 playing stones.

### **Preparation**

The players set the 18 black and 18 white stones (base stones) on their designated fields so that they click into place. This results in an arrangement of 12 rows, 6 horizontal rows (A-F) and 6 vertical rows (1-6). **The players choose their colour agree on who is to open the game. The players move alternately and may only use the stones and fields of their colour!**

### **The game**

At the commencement of the game all 36 stones are lying singly on the board. The first player takes any one stone of his colour and places it on any other stone of his colour. He has now built a two-storey tower and left one board-field free.

This tower is now the highest tower - both in the vertical and horizontal rows which intersect on his tower. (fig.1)

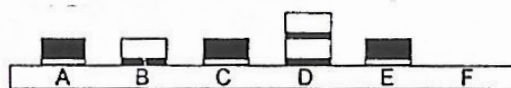


fig.1

The player has thus blocked the single stones of his opponent in these two rows but not one's own.

The second player now takes any one his stones which is **not blocked** and places it on any second stone of his colour. With his first two-storey tower he can either break the blockade built up in a row by the first player or block two new rows.

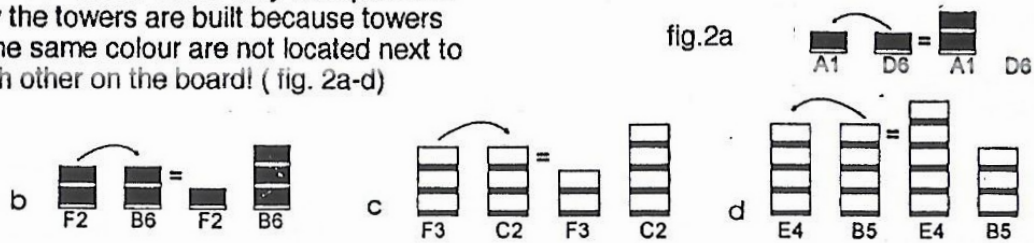
**The players now continue to build their two to six storey towers observing the rules of Towers and Blockades described below.**

### **Towers**

To build a tower, a player requires either two single stones or two existing towers of the same height.

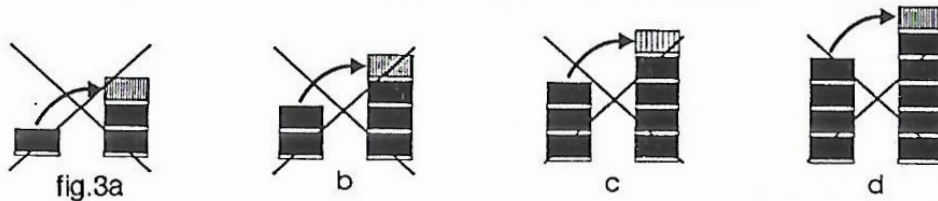
The next highest tower can only be built from two towers of the same height by placing the top stone of the first tower onto the top stone of the second tower. This creates two new towers, of which the first becomes one stone lower and the second one stone higher than previously.

The illustrations serve only to explain the way the towers are built because towers of the same colour are not located next to each other on the board! ( fig. 2a-d)



### Illegal moves when building towers

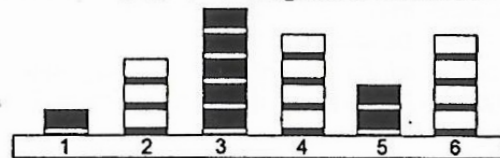
The rules of the game state that one needs two single stones or two towers of the same height to build (see tower building). Moves such as shown in illustrations 3a-d are not allowed!



### Blockades

The highest tower in each row blocks the opponent's lower towers and single stones but not one's own. (The number of towers of one colour in a row is irrelevant for a blockade, only the height is important.) As all towers are standing in both a horizontal as well as vertical row, this rule applies to both directions. The diagonals have no importance.

Blocked single stones and towers may not be moved! (the white towers in fig. 4)

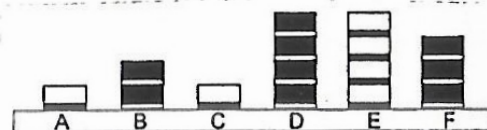


Before each move, the players must ensure that the stone to be moved is not blocked by a higher tower of his opponent's colour in the horizontal and vertical rows which intersect his stone. Blocked stones and towers may not be moved but the players can build on top of blocked stones or towers!

### Breaking a blockade

By building or moving a tower of the same height in a row blocked by his opponent, a player can break the blockade in this row.

In the row shown (fig.5), the blockade is cancelled as both black and white have four-storey towers.



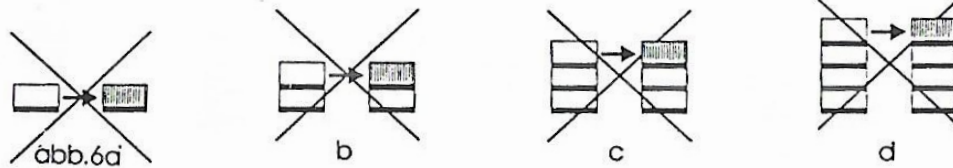
## Moving towers

Towers that are not blocked can be moved in their entirety to a free field of the same colour, i.e. black towers to black fields and white towers to white fields.

On his move a player may either build a new tower or move a complete tower not blocked to a free board-field of his colour. Single stones may not be placed on free board-fields, but only moved to build a tower. If a player cannot build a new tower, then he must move one of his existing towers as a move must be made.

## Illegal moves when moving towers

When playing Towers..., only complete towers may be moved, therefore moving base stones and the top stones of towers ( as shown in illustrations 6a-d) is not allowed.



## Tips on playing the game

Depending on the possibilities available or on the strategy, the players can choose whether they wish to build the next higher tower from the two highest towers or to continue to build lower towers.

Towers may be moved to a new position for tactical reasons. Single stones may be used for building up new two-storey towers but are not allowed to be moved to an empty game-field. By moving a tower, the player can block the single stones and towers of his opponent or release his own stones and towers from his opponent's blockade.

Playing Towers requires thinking things out upfront and keeping one's eye on the board as the number of available stones, existing towers and free board-fields is continuously changing. The players should then ensure that they always have an adequate reserve of stones, towers of the same height and free board-fields in order to continue building new towers and avoiding complete blockading by the opponent.

## End of the game

The winner is the player who succeeds in building the first six-storey tower or has blocked his opponent leaving him no moves at all.

The game ends in a tie if it becomes obvious that movement of either of the players' towers cannot influence the result of the game.