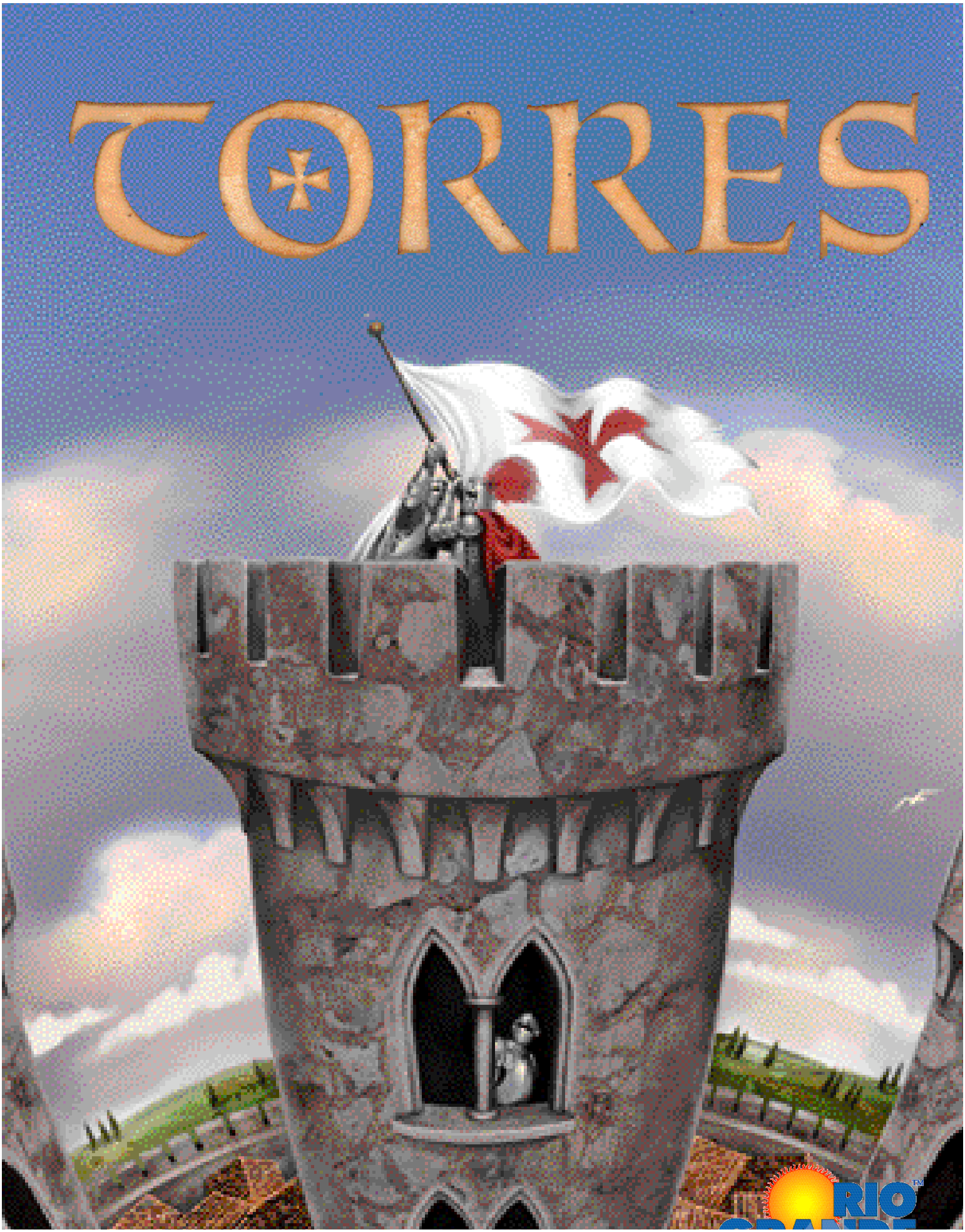

TORRES
RIO

A strategy game of castle building and knights
for 2 - 4 players aged 12 and up

A series of devastating tornadoes, unleashed by enemy mages in the recent war has left all the king's castles in ruin. Only the foundations of these once magnificent monuments remain. The war not only robbed the king of his castles, but also of his youth. The now elderly king must choose a successor from among his sons. He has charged them with rebuilding his castles and promised the throne to the one who can rebuild the tallest and largest castles.

Tired of war, the king requires that the building be done in peace and a spirit of cooperation. Thus, the princes may not attack each other or the castles being built. Each prince has 6 knights to supervise the building. Two or more princes may work together on a castle with their knights competing to control the highest towers of the castle. The king will spend each year in a castle and will reward the prince whose knights are guarding him.

Once each year, the king will tour the castles, to judge the progress of each son. After he finishes the third tour, he will choose his successor and prepare for his own death.

CONTENTS

1 game board, 92 tower blocks, 24 knights, 4 scoring markers, 1 King
40 ACTION cards
4 CODEX cards (action summary cards)
3 PHASES cards (description of the phases and scoring)
8 MASTER cards (to be used in the master version)

OVERVIEW AND GOAL

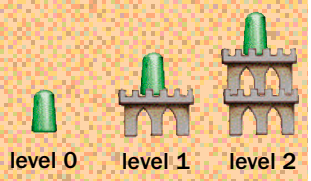
The board has a scoring track circling the outer edge and an 8 x 8 area for castle building. The starting locations for the 8 castles are marked within the castle building area.
The players earn points at the end of each of the three years for every castle where they are represented by a knight. The score is the product of the surface area of the castle and the level where the knight stands. The player who collects the most points over the three years is the winner.

PREPARATION

- Place the **board** in the middle of the table.
- Each player selects a color and takes **1 scoring marker** and the **6 knights** of the same color.
  Place the scoring markers at the start of the scoring track.

- Each player takes a **CODEX** card.
- There are different **PHASES** cards according to the number of players. Place the appropriate card (for 2, 3 or 4 players) face up on the table and return the other two cards to the box.
- Each player takes the 10 action cards in his color, shuffles them and places them face down on the table.
- Place the **king** next to the board.
- Place the **tower blocks** next to the board. This is the common supply. Place 8 of them on the 8 spaces on the board marked with towers. These are the foundations of the 8 castles and may be removed during the game.
- Beginning with the youngest player and moving clockwise, each player places **one** of their knights on an **empty** castle. Thus, each player starts one knight on a different castle.
- The last player places the **king** on any **empty** castle, making this castle the king's castle for the first year.

- It is important that all players understand how the levels are counted: A knight's **level** is the height above the board where it is standing. For example, if a knight is standing on the board, it is at level 0. A knight standing on a tower with a single tower block is at level 1. A knight standing on a tower made of two tower blocks is at level 2 and so on. A knight may or may not be on the highest level of a tower, however, when scoring, only the knight's level is counted.

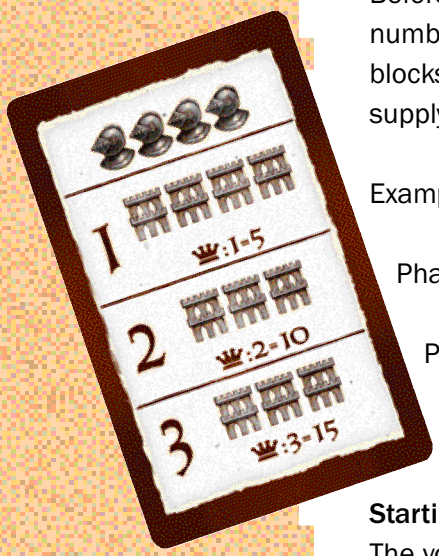




PLAYING THE GAME

Torres is played over three years or phases. At the end of each phase the players' positions are scored.
The first phase lasts for four rounds. Each of the second and third phases lasts for three rounds (except in a two player game when all three phases are four rounds). Each player takes one turn in clockwise order during each round.

Tower block distribution



Before each phase, the players take tower blocks from the common supply. The number to be taken is printed on the PHASES card. The players stack the tower blocks as shown on the PHASES card. These blocks are the player's personal supply for this phase.

Example with four players:

Phase 1: Each player takes 4 stacks with 2 tower blocks each.

Phase 2: Each player takes 3 stacks with 2 tower blocks each.

Phase 3: Each player takes 3 stacks with 2 tower blocks each.

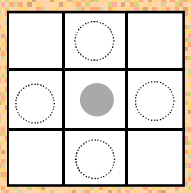
Starting player
The youngest player starts and play follows clockwise around the table.

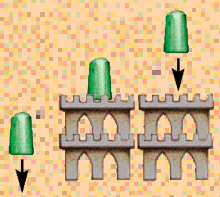
A player's turn

On a player's turn, he has 5 action points (AP) to spend **in any order** on the following actions, which are also summarized on the CODEX cards.

Add a knight (= 2 AP per knight)
Each new knight is placed on an empty space (on the board or on a tower block) **adjacent** to a knight of the same color already on the board. When a new knight is placed, the following rules apply:

add 1 knight
cost: 2 AP
number: any



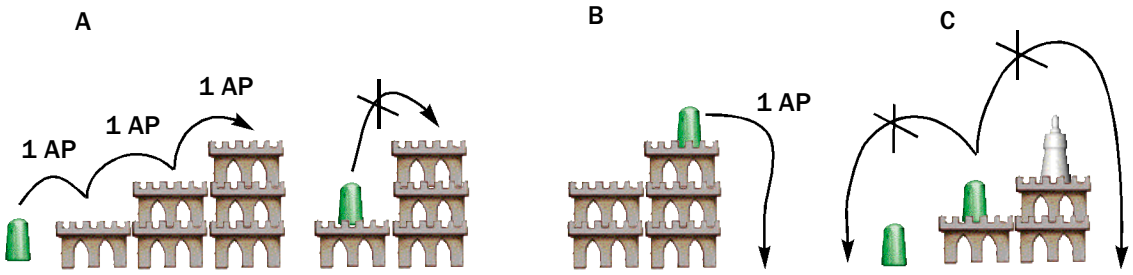


- Adjacency, for the purpose of adding knights, is orthogonal, but not diagonal. Thus, at most, there are only four possible spaces adjacent to an existing knight.

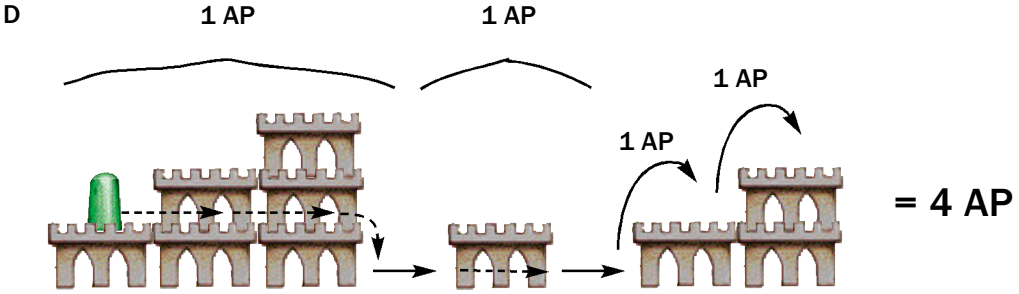
- The space where the knight is added must be at the same level or a lower level than the existing knight. The new knight may be placed **any** number of levels lower, but **may not** be placed on a higher level than the existing knight.

Move a knight (= 1 AP per space)
A player may move as many knights as many spaces on a turn as he has APs. Unless altered by playing one of the action cards, the rules for moving a knight are:

- A knight may only be moved orthogonally, not diagonally.
- A knight may move up only **one** level per move (ex. A), but may move down any number of levels (ex. B).
- A knight may only be moved to spaces not occupied by the king or another knight, whether the knight is of the same or a different color (ex. C).



Note: the tower blocks have doors on all four sides. **The knights may use these doors to travel through the castles!** This means that a knight can enter a castle through any door and exit from any other door of this castle. This costs only 1 AP. When moving **through** a castle, a knight cannot go up levels, but may descend as far as he chooses (unless, of course, an action card allows different movement). In this way a knight may pass through as many castles in a turn as the player spends APs.

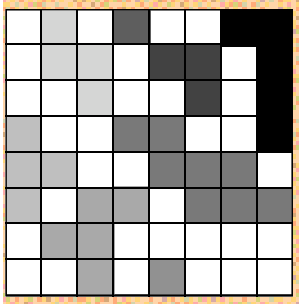


Place a tower block (= 1 AP per block)
The stacks of tower blocks before a player indicate how many turns he has left in this year/phase. In a player's turn, he may only place the tower blocks from **one** of the stacks before him. He may, however, choose any of the stacks. A player may choose to build fewer blocks in a turn than are in the stack. In this case, he may distribute the unused blocks on any other stacks in his supply with only the restriction that no stack may ever be taller than three blocks. A player may never add more than three tower blocks in a turn.

If the player has more unused blocks than will fit on his remaining stacks, the extra blocks are returned to the common supply. The extra blocks may not be used to create new stacks. If a player has blocks remaining at the end of the phase, they are returned to the common supply.

move a knight 1 space
cost: 1 AP
number: any

place 1 tower block
cost: 1 AP
number: maximum 1 stack per turn



Except when an action card allows otherwise, the following rules apply to the placing of tower blocks:

- A player may add blocks to any and as many castles as he has blocks for.
- A player must always **add** to an existing castle, either by placing the block on the board **next** to the castle (level 0), making the surface area larger, or by placing the block **on** an empty block, making that part of the castle taller.
- There is one restriction when making the castle taller: a castle may never be taller than its surface area. So if the surface area consists of 3 blocks, the castle is limited to 3 levels.
- When the surface area of a castle is increased, it may not be done such that it connects with another castle. Thus, castles may only touch **diagonally.**

In the example to the left, the black castle has a surface area of 5 spaces, but cannot grow larger in surface area **and** is limited to 5 levels.

Acquire 1 action card
cost: 1 AP
number: max. 2 cards
(only in basic version)

Acquire action cards (= 1 AP per card)
When a player spends 1 AP to acquire an action card, he draws the top **3** cards from his deck and selects **1** to keep. He returns the other **2** face down on the top or on the bottom of his deck. If he acquires a second card, he repeats this process. A player may acquire up to two action cards per turn. A card may **not** be used in the same turn it is acquired. The cards may be held until played.

Play 1 action card cost: 0 AP
number: max. 1 card

Play 1 action card (= 0 AP)
A player may play at most **one** action card each turn. A player may not play an action card on the same turn it is acquired. A player may play an action card at any time during his turn by placing it face up on the table and performing the action described. He then returns the card to the box, removing it from the game. See the complete description of all action cards later in these rules for more information.

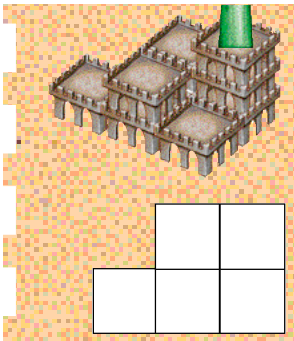
Move 1 space on the scoring track
cost: 1 AP
number: any

Move along the scoring track (= 1 AP per space)
A player may spend 1 AP to move his scoring marker forward on the scoring track one space. APs are usually used for moving along the scoring track when there is nothing else the player wants to do.
Only one scoring marker is allowed per space on the scoring track. If a marker would stop on a space that is already occupied, it is placed on the next empty space on the track. Thus, a player might use this action to gain several points if his marker were immediately behind another marker on the scoring track.

Scoring

The castle positions
At the end of each year/phase, the players score their positions. A player receives points for each castle where he has one or more knights, but only scores once for each castle regardless of the number of knights he has there. However, knights of different colors (belonging to different players) on a castle will score. The players receive points for each castle equal to the product of the number of spaces in the

Example: Anna's highest knight stands on level 3 and the castle has a surface area of 5 spaces. Thus, she earns 3 x 5 = 15 points for this castle and moves her scoring marker forward 15 spaces on the scoring track. She would earn no additional points if she had a knight on level 2.



When a castle has knights of different colors, **each** player scores points for their knight. Other players' knights have no affect on each other.

The players are scored in clockwise order starting with the starting player. If a player's marker would be on one that is already occupied after scoring **all** his castles, he should move his marker to the next empty space on the scoring track. Thus, there will be no ties.



The king's bonus

After all players have scored their castle positions (including those in the king's castle), the king's bonus is scored. Each player who has a knight in the king's castle will receive the **king's bonus** if the player has a knight on the appropriate level as shown below:

- When scoring after the first phase:
  5 bonus points if the player has a knight on level 1 of the king's castle.

- When scoring after the second phase:
  10 bonus points if the player has a knight on level 2 of the king's castle.

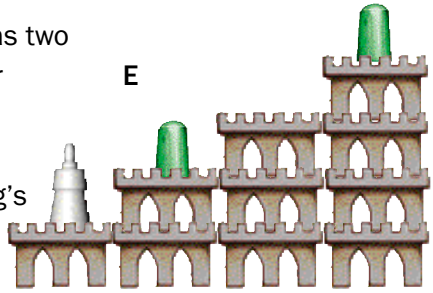
- When scoring after the third phase:
  15 bonus points if the player has a knight on level 3 of the king's castle.

Several players may earn the king's bonus by having their knights in the king's castle on the appropriate level. If a player has a knight in the king's castle on the appropriate level, the player scores both the king's bonus and the castle position score. If a player has a knight in the king's castle that is not on the appropriate level, the player will only receive the castle position score.

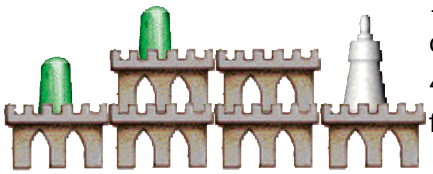
If a player has **two knights** in the king's castle on the appropriate level, he does **not** score the king's bonus twice. A player might have one knight on the appropriate level to receive the king's bonus and another at a **higher** level for the castle position score (ex. F). If neither knight is on the appropriate level, the player only receives the castle position score (ex. E).

(Ex. E): At the end of the first phase, the player has two knights in the king's castle. Unfortunately, neither are on level 1 so the player only scores the castle position of 4 x 4 =16. Had this been the second phase, the player would have also scored the king's bonus of 10 points for a total of 26.

E



F



(Ex. F): At the end of the first phase, the player has two knights in the king's castle, one on level 1 so it scores the king's bonus of 5. The other is on level two and scores
4 x 2 = 8. Thus, the player receives 13 points for the king's castle after the first phase.

After the scoring
The new phase begins after all players have scored their castle positions and received their king's bonus. The players take tower blocks from the common supply as indicated on the PHASES card.

Move the king
The player, who has the lowest score **may** now move the king. The player may place the king on any empty space of any castle on any level he chooses. The player need not move the king, If there is no empty space for the king, the player does not move it. Play then continues with the player who was given the opportunity to move the king.

GAME END

The game ends after scoring following the third phase. The player with the most points is the winner.

RULE VARIANT

The following rules change the game so there is a common action deck that players draw from, instead of each player will have access to the same cards.

Preparation

Shuffle all the **ACTION** cards together (regardless of color) and place the deck face down next to the board.

Playing the game

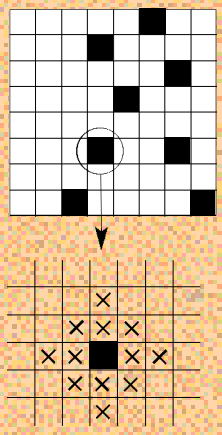
When a player spends 1 AP to acquire an action card, he draws the top card from the common action deck. If he acquires a second card, he repeats this process. All other rules are the same as in the basic game.

MASTER VERSION

When you have become acquainted with the action cards, you may want to add additional challenges to the game. The master version does just that, adding the following rules to the basic game:

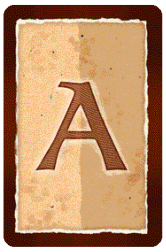
Initial placement of the castles

Instead of placing the starting castles on the spaces shown on the board, the players choose the starting positions. Beginning with the youngest player and continuing in clockwise order, each player takes a tower block and places it on an empty space on the board until all 8 starting castles have been placed. Each new castle must have at least 2 empty spaces between it and any other castle. This distance is measured by moving orthogonally, not diagonally. The example in the margin shows a possible arrangement of 8 starting castles.



x = here no starting castle may be placed

Action cards



Each player begins the game with the set of 10 action cards matching his color **in his hand**. Thus, each player has an **identical** set of action cards to use from the beginning of the game.
In this version there is no common action card deck and the purchase of an action card is no longer a possible action.



The master cards



Shuffle the 8 master cards, draw one and place it face up next to the board. This card describes an optional scoring opportunity for the players. Each player decides whether he wants to attempt to fulfill the requirements on the card for the points offered or to ignore it. Some of the cards affect scoring at each phase and others only at the end.

Players need not announce their intent, but are awarded the extra points if the requirement is met. The descriptions of the cards are the requirements; the figures on the cards are examples only.

Turn order

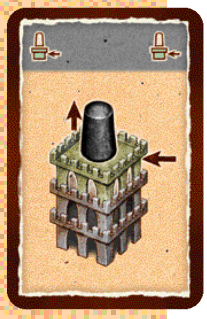
After the first **round**, the starting player is the player with the most points. If the players are still tied at the starting space, turn order is unchanged. Thus, when a player uses APs to move his scoring marker, he may change his turn order. Play is always clockwise around the table.

THE ACTION CARDS

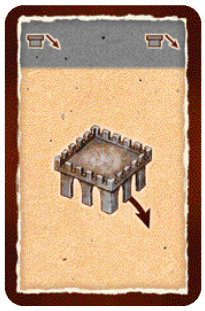




Jump one of your knights two levels up to an empty adjacent space, e.g. from level 1 to level 3.
The new space must be an orthogonally adjacent.



Place a tower block from your supply under one of your knights. You may not use this action to make the castle taller than its surface area.
The tower block may come from any of the stacks in your supply. The knight can be on any level, even 0. If the knight is on level 0, you can even use this action to create a new castle. To create a new castle, the space must not be orthogonally adjacent to another castle (diagonally adjacent is allowed).



Place an additional tower block from the general supply.
The normal rules apply for placing tower blocks.



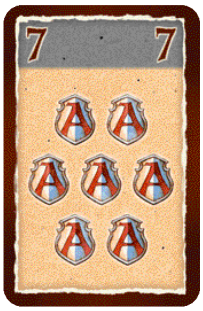
Move one of your knights into an adjacent door and exit from any door in this castle to an empty space.
The knight can climb as many levels in the castle as you want, as long as the knight exits from a door onto an empty space. This action does not allow you to move a knight to just any space in the castle; the space must be orthogonally adjacent to a door.



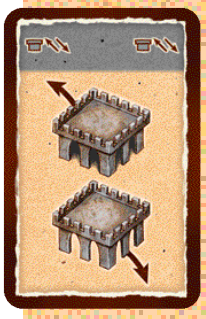
Move one of your knights 1 space diagonally.
The knight may also move upward 1 level.
A player can use this action to move a knight from one castle to another, from a castle to level 0, or from level 0 to level 1 of a castle. As always, the space the knight moves to must be empty.



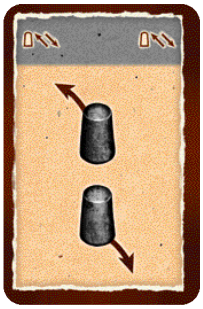
You may use 6 action points instead of 5 on this turn.



You may use 7 action points instead of 5 on this turn.



Move any empty tower block on the board to another empty space on the board. A castle may not be divided by this action.
If a castle consists only of a single tower block, you may take this block and eliminate this castle. However, you may not reduce the total number of castles below six. Also, you may not use this action to reduce the surface area of a castle if such action would cause that castle to be taller than its surface area. You can use this action to begin a new castle by placing the block on an empty space that is not orthogonally adjacent to any other castle.



Move one of your knights from any space on the board to an empty space on the board as though you were adding a knight.
As with the placement of a knight, the space the knight is moved to must be orthogonally adjacent to one of your other knights. Also, the knight must be placed on the same level as or on a lower level than the adjacent knight.



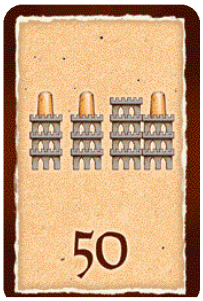
Move one of your knights past one other knight by jumping over it. The knight must move in a straight line orthogonally. In moving, the knight may move up 1 level or down any number of levels.
The knight you jump over may be on any level. The space you land on must be empty.

THE MASTER CARDS

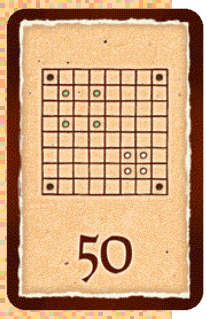


If all your knights are on different levels during scoring after phase 3, you earn 40 bonus points.





If all your knights are on the same level during scoring after phase 3, you earn 50 bonus points.



If all your knights are in a row during scoring after phase 3, you earn 50 bonus points. The knights need not be adjacent.

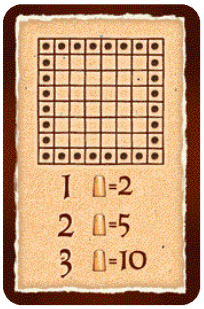


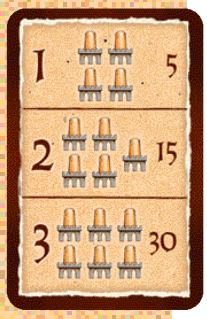
If 4 of your knights form the corners of a square during scoring after phase 3, you earn 50 bonus points. You cannot score 100 points for two squares

For each knight that is on one of the border spaces, you earn bonus points:

during scoring after phase 1 -> 2 points
during scoring after phase 2 -> 5 points
during scoring after phase 3 -> 10 points

If aplayer has more knights on border spaces than any other player (no ties), he earns an additional bonus of 2 points during scoring after phase 1, 5 points during scoring after phase 2, and 10 points during scoring after phase 3.



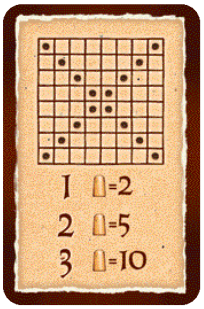


If you have knights on exactly 4 castles during scoring after phase 1, you earn 5 bonus points.
If you have knights on exactly 5 castles during scoring after phase 2, you earn 15 bonus points.
If you have knights on exactly 6 castles during scoring after phase 3, you earn 30 bonus points.

For each knight that is on one of the main diagonals, you earn bonus points:

during scoring after phase 1 -> 2 points
during scoring after phase 2 -> 5 points
during scoring after phase 3 -> 10 points

If a player has more knights on one of the main diagonals than any other player (no ties), he earns an additional bonus of 2 points during scoring after phase 1, 5 points during scoring after phase 2, and 10 points during scoring after phase 3.





If all your knights are on neighboring spaces during scoring after phase 3, you earn 40 bonus points.

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