

TÚIR

Draft Rules and General Information

Category

Tableau Building, Hand Management, Hidden Information.

Player Numbers

2

Target Age

8+

Target Group:

Families, Casual and New Gamers, Warm up Game for Larger Game Groups



Theme and Summary

You are 2 competing Architects building towers for a medieval monastery and a head Abbot who has some very specific and eccentric ideas on what they want.

The Abbot has revealed certain criteria publicly to you both and has also given you both different secret tips on what type of towers they want to see.

On top of that, the Abbot also has a secret preference known to neither of you... yet. Using your limited and shared materials you must build the best set of towers to suit the Abbot's specific criteria.

Game Descriptors and Mechanics

Abstract Strategy, Hand Management, Tableau building, 18 Card Game

Components and Game Material

18 Tower cards

32 Rules cards

Duration

10-15mins

Complexity

Light.

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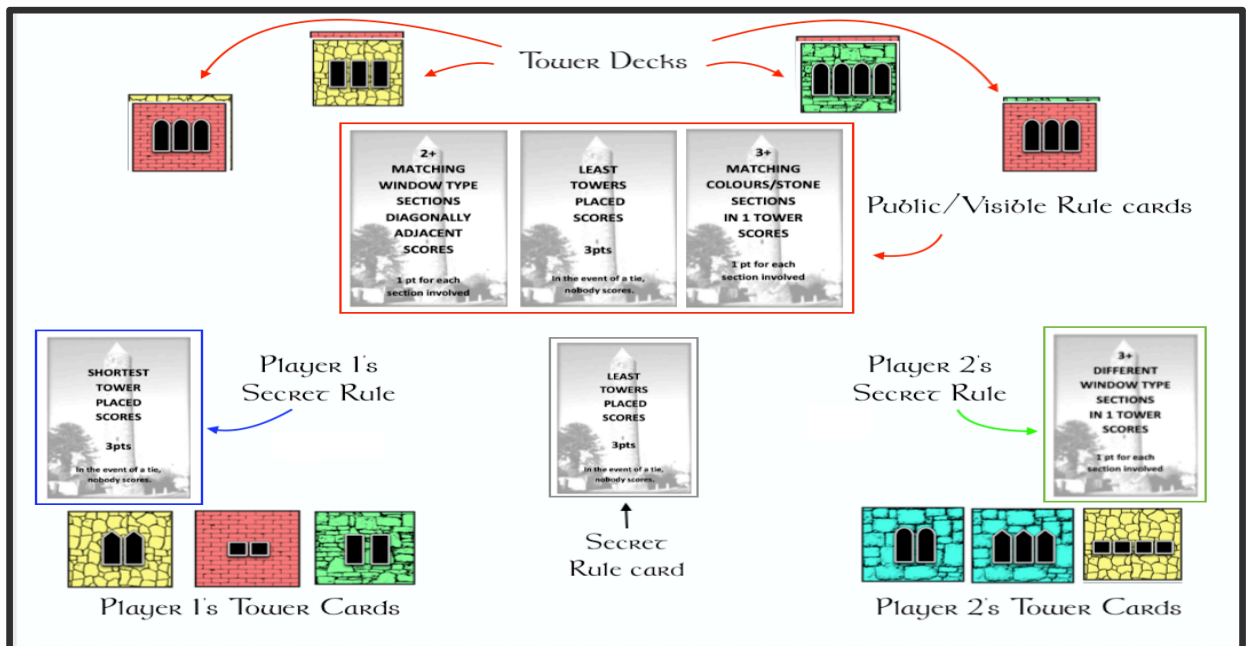
Draft Rules and General Information

GAMEPLAY SUMMARY and RULES

- Players must try to build Towers to score the most points, according to the scoring rules of that particular game.
- Players can see a shared set of scoring rules.
- Players each have one scoring rule which only they can see at the start of a game.
- There is one additional scoring rule which neither player can see... at first.
- Players must build their towers, while trying to hide their own information, and trying to guess their opponents hidden rule.
- Players with the most points at the end of a game, wins.

SETUP

- Shuffle and deal out 3 Tower cards to each player.
- Arrange the remaining Tower cards into 4 different decks face down.
- Reveal the top card of each Tower Deck.
- Shuffle the Rules deck.
- Deal out 3 Rule cards from the face up on the Table, for both players to see.
- Deal out 1 Rule card to each player, which only they can look at and then keep to themselves.
- Deal out 1 final Rule card face down on the Table, hidden from both players.
- Decide who goes first (and alternate first player for subsequent games).
- Begin...



GAMEPLAY

Players turns involve two basic actions,

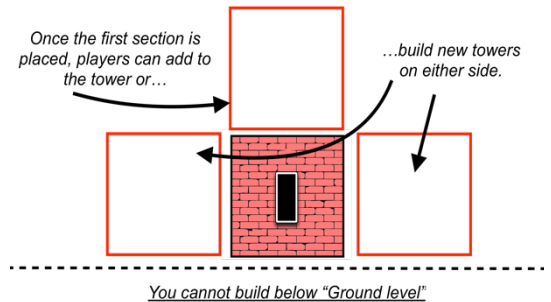
(a) BUILDING TOWERS (b) CHOOSING SECTIONS.

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BUILDING

- Building Towers involves players placing a single Tower Card/Section in front of them on their turn.
- Players should imagine a flat horizontal line in front of them which is the ground level. Towers must be built from the ground level up, not from the top down.
- You cannot place new sections vertically below, existing sections, or below ground level.
- Players can place Tower Cards horizontally across from each other, to create new towers, or on top of each other to make towers taller.
- After the first turn, all new towers must be placed on the ground level adjacent to an existing tower. *(ie: you cannot leave a horizontal/vertical gap between two tower cards and fill it in later)*
- Players can build as many new towers as they like or make one tower as tall as they like.



CHOOSING

- After building, players must replenish their hand by choosing 1 card from the top of one of the 4 Tower Decks.
- After drawing from the top of a tower deck, flip the next card on top of that deck.
- When a Tower deck is depleted it is gone. Players have one less deck to choose from.
- When all Tower decks are depleted players must use the remaining cards in their hand until empty.

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SACRIFICING and SPECIAL ACTIONS

- On their turn players can forego their building action and sacrifice any one of their Tower cards to perform special actions.
- Tower sections that are sacrificed are removed from play and can no longer be used in that game.
- Sacrificing allows a player to do ONE of the following.
 - o Look at the Shared Hidden Rule card.
or
 - o Look at their opponent's Rule card
or
 - o Swap out their hidden rule card for the top card in the rule deck. *(The original rule card is then removed from play for that game).*
or
 - o Swap the position of 2 tower sections that are already placed.
or
 - o Change the position of 1 tower section that is already placed. *(Remember, there cannot be any vertical/horizontal gaps between tower sections)*

WINNING

Game ends when both players hands are empty. All Rules cards are revealed and scores are added up. The winner is the player with the most points.

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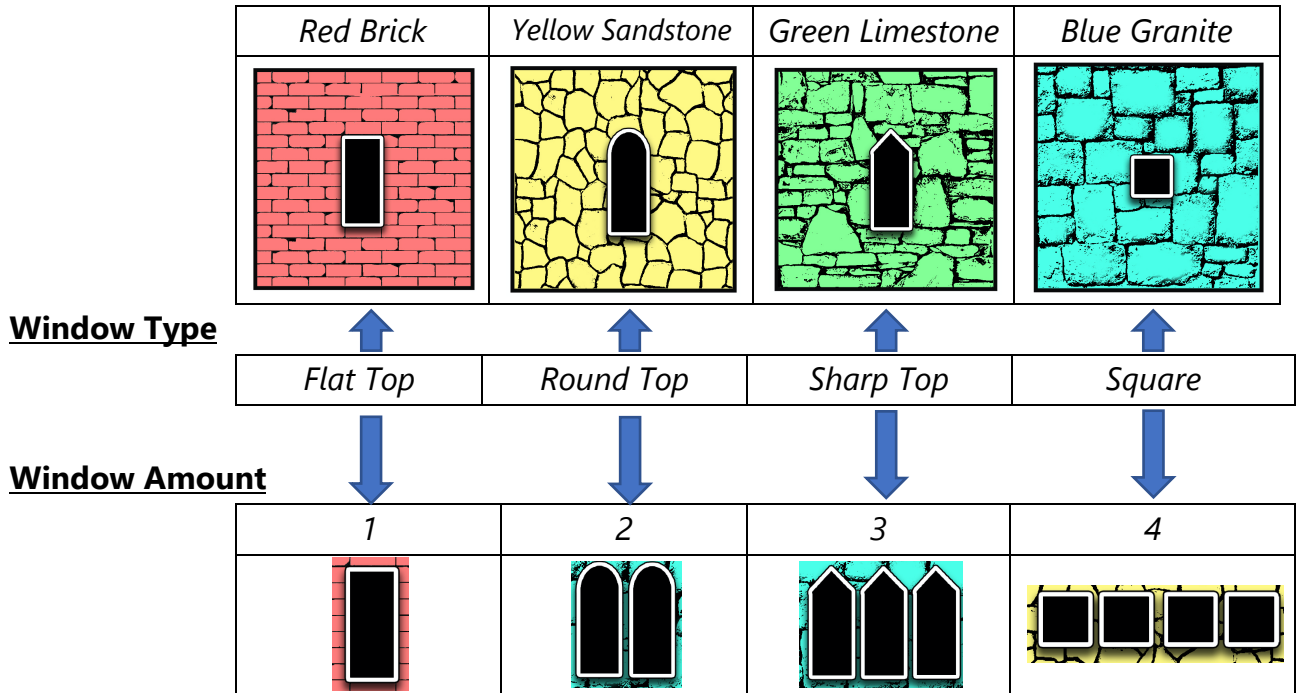
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HOW SCORING WORKS

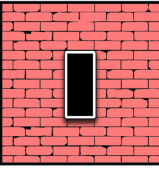


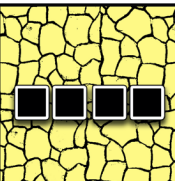
TOWER CARD FEATURES

Tower Cards each have three features on which they are scored

Colour and Brick Shape

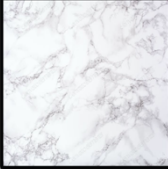
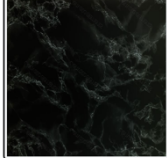


Full Examples:

<ul style="list-style-type: none"> - <u>1 Window</u> - <u>with a Flat Top</u> - <u>in Red Brick</u> 	<ul style="list-style-type: none"> - <u>4 Windows</u> - <u>with Round Tops</u> - <u>in Green Limestone</u> 	<ul style="list-style-type: none"> - <u>3 Windows</u> - <u>with Sharp Tops</u> - <u>In Blue Granite</u> 	<ul style="list-style-type: none"> - <u>4 Windows</u> - <u>Square</u> - <u>In Yellow Sandstone</u>
			

MARBLE AND OBSIDIAN

There are two Tower cards that are unlike the others. These are the Marble and Obsidian sections. They do not offer any special abilities but depending on the scoring rules in place they can help with building towers or provide opportunities to sacrifice.

MARBLE	OBSIDIAN
 <ul style="list-style-type: none"> - 0 Windows - No window type - White Marble 	 <ul style="list-style-type: none"> - 0 Windows - No window type - Black Obsidian

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SCORING CARD COMBINATIONS

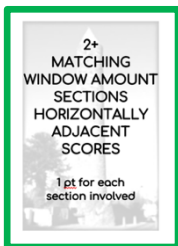
- All Scoring rule cards are designed to be added together, even if they seem contradictory.
 - o *example: If both 'Tallest tower' and 'Shortest Tower' scoring rules are played they both apply. The same player could claim points for both if they have both the tallest tower and the shortest tower.*
- Some scores are given for MOST or LEAST of a particular feature. Only one player can score these and in the event of a tie, neither player scores.
- Most scoring cards award points for SECTIONS. However, there are 4 scoring cards that award for amount windows.
 - 1-2= Most / Least Windows in one Tower*
 - 3-4= Most / Least Windows Overall.*
- Individual Tower sections can score multiple times for different score cards.
- Diagonal scoring applies to each adjacent diagonal, so the same sections could score twice if placed correctly.

Full Scoring Example

SCORE CARDS



This Layout gets:
6 pts scored
(2 sections in the
middle score twice)



This Layout gets:
3 pts as all three
marked sections are
in one horizontal
line.

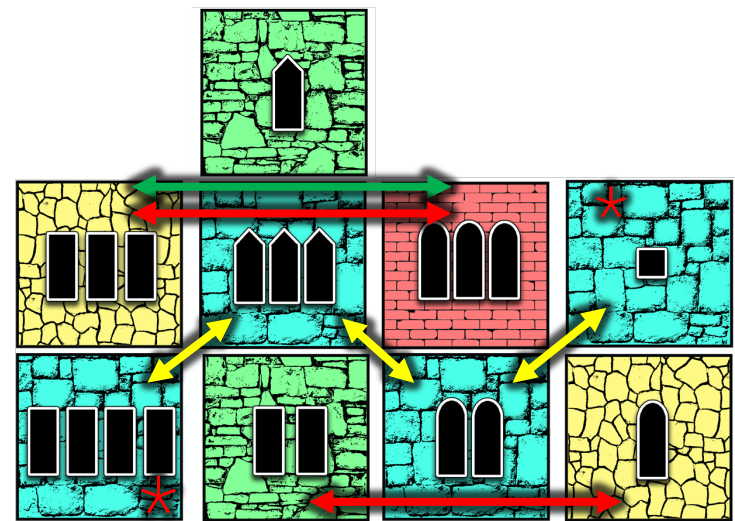


3+
DIFFERENT
COLOURS/STONE
SECTIONS
HORIZONTALLY
ADJACENT
SCORES

1 pt for each
section involved

This Layout gets:
6pts (3+3)
**the two marked
BLUE GRANITE
sections do not
score as there is
already a matching
section in the
sequence and they do not count as a
'Different' Colour/Stone.*

PLAYERS FINAL LAYOUT



For these three cards (left)

This tableau scores: 15 pts

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SCORING EXAMPLE (1)

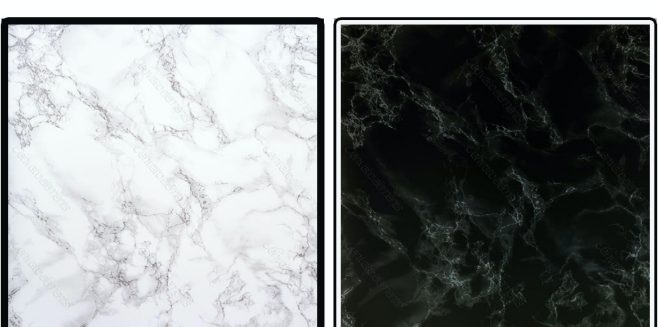
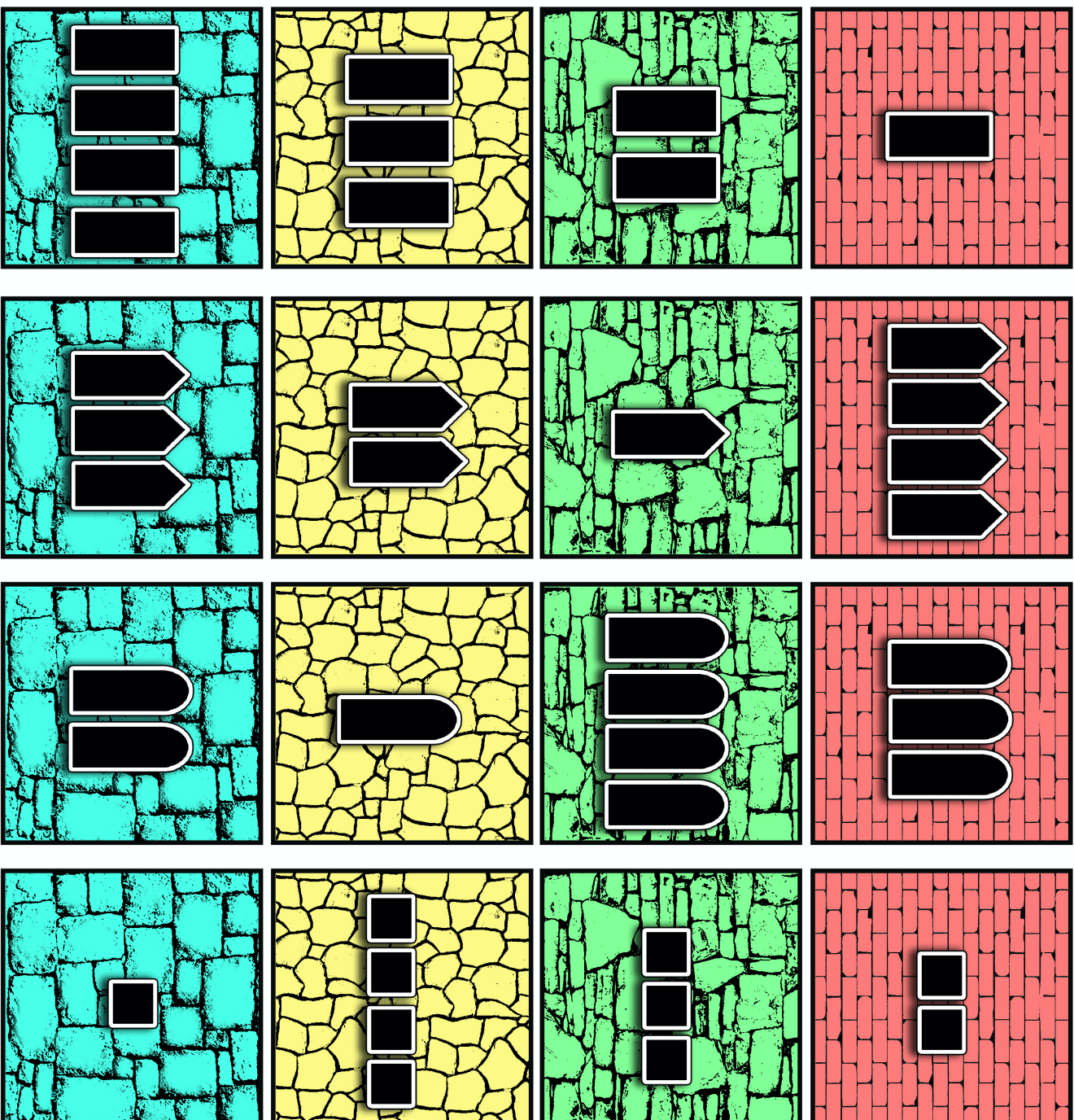
PLAYER A's secret Score Card	SHARED CARDS		PLAYER B's secret Score Card
<div><p>MOST 1 WINDOW SECTIONS PLACED SCORES</p><p>3pts</p><p>In the event of a tie, nobody scores.</p></div>	<div><div><p>SHORTEST TOWER PLACED SCORES</p><p>3pts</p><p>In the event of a tie, nobody scores.</p></div><div><p>3+ DIFFERENT WINDOW AMOUNT SECTIONS IN 1 TOWER SCORES</p><p>1 pt for each section involved</p></div><div><p>3+ MATCHING COLOURS/STONE SECTIONS IN 1 TOWER SCORES</p><p>1 pt for each section involved</p></div></div> <p>These three cards are visible from the start</p> <div><p>2+ MATCHING COLOURS/STONE SECTIONS DIAGONALLY ADJACENT SCORES</p><p>1 pt for each section involved</p></div> <p>*HIDDEN CARD* revealed at end</p>	<div><p>2+ MATCHING WINDOW TYPE SECTIONS HORIZONTALLY ADJACENT SCORES</p><p>1 pt for each section involved</p></div>	
PLAYER A's Final Tableau		PLAYER B's Final Tableau	
PLAYER A's Score (for each card left to right)		PLAYER B's Score (for each card left to right)	
<p>3 N/A 4+3 3 2 0 TOTAL SCORE: 15</p> <p>X - Player A Sacrificed Obsidian section to view the Hidden Score Card. (but too late)</p>		<p>0 N/A 3 3 3+3 2+2 TOTAL SCORE 16</p> <p>Player B believed A was aiming for the Tallest Tower score, attempting to neutralise with Marble</p>	

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SCORING EXAMPLE (2)

PLAYER C's Score Card	SHARED CARDS		PLAYER D's Score Card
<div><div>3+</div><div>MATCHING WINDOW AMOUNT SECTIONS IN 1 TOWER SCORES</div><div>1 pt for each section involved</div></div>	<div><div>3+ MATCHING WINDOW TYPE SECTIONS IN 1 TOWER SCORES 1 pt for each section involved</div><div>3+ DIFFERENT COLOURS/STONE SECTIONS IN 1 TOWER SCORES 1 pt for each section involved</div><div>LEAST WINDOWS IN ONE TOWER SCORES 3pts In the event of a tie, nobody scores.</div></div> <div><div>2+ MATCHING COLOURS/STONE SECTIONS HORIZONTALLY ADJACENT SCORES 1 pt for each section involved</div><div>*HIDDEN CARD* revealed at end</div></div> <div>These three cards are visible from the start</div>	<div><div>MOST TOWERS PLACED SCORES 3pts In the event of a tie, nobody scores.</div></div>	
PLAYER C's Final Tableau	PLAYER D's Final Tableau		
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Tower Cards

*Cut out each
square card
along the
black frame*

TUIR SCORE CARDS cut out along thin black frame

**TALLEST
TOWER
PLACED
SCORES**

3pts

In the event of a tie,
nobody scores.

**SHORTEST
TOWER
PLACED
SCORES**

3pts

In the event of a tie,
nobody scores.

**MOST
TOWERS
PLACED
SCORES**

3pts

In the event of a tie,
nobody scores.

**LEAST
TOWERS
PLACED
SCORES**

3pts

In the event of a tie,
nobody scores.

**MOST
SHARP TOP WINDOW
SECTIONS
PLACED
SCORES**

3pts

In the event of a tie,
nobody scores.

**MOST
FLAT TOP WINDOW
SECTIONS
PLACED
SCORES**

3pts

In the event of a tie,
nobody scores.

**MOST
ROUND TOP WINDOW
SECTIONS
PLACED
SCORES**

3pts

In the event of a tie,
nobody scores.

**MOST
SQUARE WINDOW
SECTIONS
PLACED
SCORES**

3pts

In the event of a tie,
nobody scores.

**MOST
RED BRICK
SECTIONS
PLACED
SCORES**

3pts

In the event of a tie,
nobody scores.

TUIR SCORE CARDS cut out along thin black frame



**MOST
YELLOW SANDSTONE
SECTIONS
PLACED
SCORES**

3pts

In the event of a tie,
nobody scores.

**MOST
BLUE GRANITE
SECTIONS
PLACED
SCORES**

3pts

In the event of a tie,
nobody scores.

**MOST
GREEN LIMESTONE
SECTIONS
PLACED
SCORES**

3pts

In the event of a tie,
nobody scores.

**MOST
4 WINDOW
SECTIONS
PLACED
SCORES**

3pts

In the event of a tie,
nobody scores.

**MOST
3 WINDOW
SECTIONS
PLACED
SCORES**

3pts

In the event of a tie,
nobody scores.

**MOST
2 WINDOW
SECTIONS
PLACED
SCORES**

3pts

In the event of a tie,
nobody scores.

**MOST
1 WINDOW
SECTIONS
PLACED
SCORES**

3pts

In the event of a tie,
nobody scores.

**MOST
WINDOWS
OVERALL
SCORES**

3pts

In the event of a tie,
nobody scores

**LEAST
WINDOWS
OVERALL
SCORES**

3pts

In the event of a tie,
nobody scores.

TUIR SCORE CARDS cut out along thin black frame



**MOST
WINDOWS
IN ONE TOWER
SCORES**

3pts


In the event of a tie,
nobody scores.



**LEAST
WINDOWS
IN ONE TOWER
SCORES**

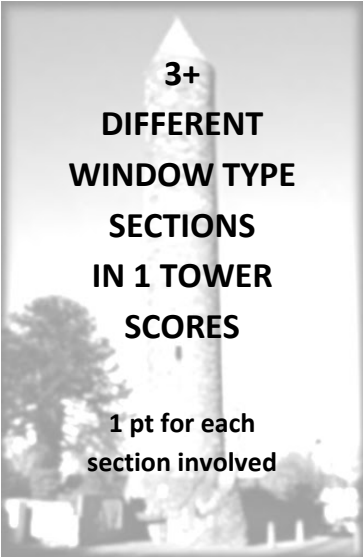
3pts

In the event of a tie,
nobody scores.



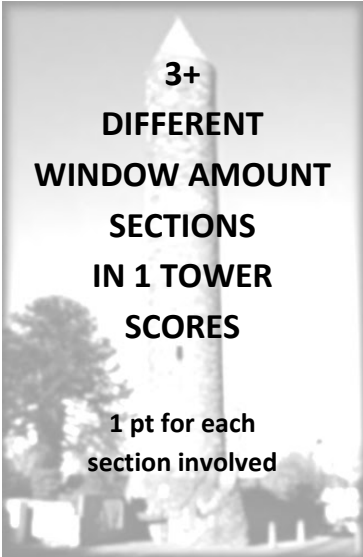
**3+
DIFFERENT
COLOURS/STONE
SECTIONS
IN 1 TOWER
SCORES**

1 pt for each
section involved



**3+
DIFFERENT
WINDOW TYPE
SECTIONS
IN 1 TOWER
SCORES**

1 pt for each
section involved



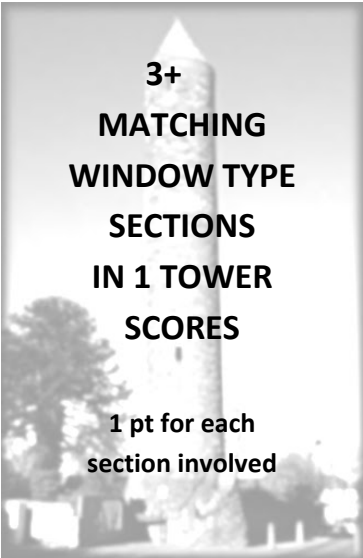
**3+
DIFFERENT
WINDOW AMOUNT
SECTIONS
IN 1 TOWER
SCORES**

1 pt for each
section involved



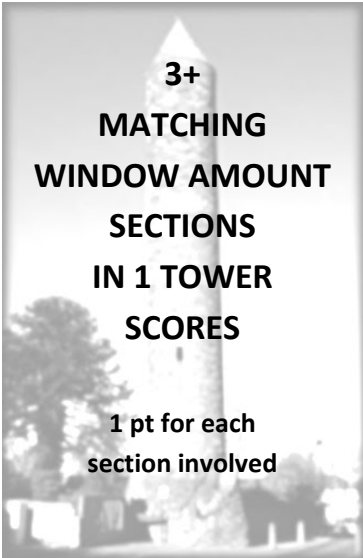
**3+
MATCHING
COLOURS/STONE
SECTIONS
IN 1 TOWER
SCORES**

1 pt for each
section involved



**3+
MATCHING
WINDOW TYPE
SECTIONS
IN 1 TOWER
SCORES**

1 pt for each
section involved



**3+
MATCHING
WINDOW AMOUNT
SECTIONS
IN 1 TOWER
SCORES**

1 pt for each
section involved



**3+
DIFFERENT
COLOURS/STONE
SECTIONS
HORIZONTALLY
ADJACENT
SCORES**

1 pt for each
section involved

TUIR SCORE CARDS cut out along thin black frame

3+
DIFFERENT
WINDOW TYPE
SECTIONS
HORIZONTALLY
ADJACENT
SCORES

1 pt for each
section involved

3+
DIFFERENT
WINDOW AMOUNT
SECTIONS
HORIZONTALLY
ADJACENT
SCORES

1 pt for each
section involved

2+
MATCHING
COLOURS/STONE
SECTIONS
HORIZONTALLY
ADJACENT
SCORES

1 pt for each
section involved

2+
MATCHING
WINDOW AMOUNT
SECTIONS
HORIZONTALLY
ADJACENT
SCORES

1 pt for each
section involved

2+
MATCHING
WINDOW TYPE
SECTIONS
HORIZONTALLY
ADJACENT
SCORES

1 pt for each
section involved

2+
MATCHING
COLOURS/STONE
SECTIONS
DIAGONALLY
ADJACENT
SCORES

1 pt for each
section involved

2+
MATCHING
WINDOW AMOUNT
SECTIONS
DIAGONALLY
ADJACENT
SCORES

1 pt for each
section involved

2+
MATCHING
WINDOW TYPE
SECTIONS
DIAGONALLY
ADJACENT
SCORES

1 pt for each
section involved