

IL TORRAZZO

di Bagnolo in Piano

In the distant year 1354, the noble Gonzaga family rebuilt the ancient castle of Bagnolo in Piano, which was later destroyed again in 1702. The Torrazzo, born from a dance of power capable of attracting allies and repelling enemies, is today the only remaining testimony of the fortress. In honor of the House of Gonzaga of Novellara and Bagnolo, it is now up to the players of the Kingdom of Torrazzo to compete in rebuilding the magnetic castle!

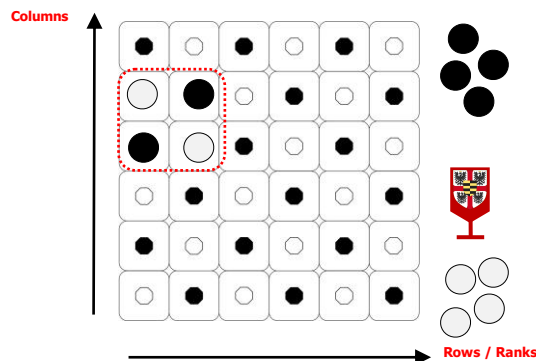


Number of players: 2 **Age:** 14+ **Materials:** game board, 12 towers (6 white - 6 black), coat of arms of the Gonzaga family of Novellara and Bagnolo

Goal of the game: taking turns, players must perform a "magnetic move" in order to create a "square castle" made up of 3 or 4 towers.

SETUP:

1. Randomly decide who plays with the black towers and who plays with the white ones. The "black" player takes the first turn, while the "white" player sets up the starting layout. Alternate roles in case of multiple matches.
2. Starting setup: the "white" player must place 2 white towers and 2 black towers on the board, occupying 4 squares adjacent to each other (this is called a "mixed square"). The "white" player may choose to create the mixed square anywhere on the board, arranging the towers as they wish. For example, in the figure on the right, there is a "side" setup with the 4 towers "crossed". Warning! The choice of setup is important: if it is done incorrectly, it can immediately cost you the game!
3. Place the remaining 8 towers next to the board (4 per player, according to their color) and the Coat of Arms of the Gonzaga of Novellara and Bagnolo (a neutral obstacle piece).
4. It is recommended to use an app such as Chess Clock (chess timer) to limit the match to a maximum duration of 15 minutes (mandatory for official games and tournaments).



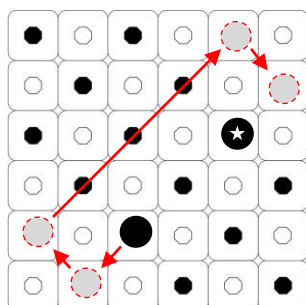
➡ Watch the game tutorial video on Instagram at: [@gioco_il_torrazzo](https://www.instagram.com/gioco_il_torrazzo)

RULES:

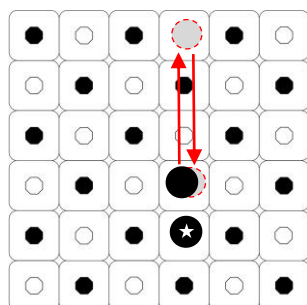
The player on turn must take one of their "magnetic" towers from the side of the board, place it on any empty square of their choice, and perform the "magnetic move," meaning: attract an opponent's tower (different color) or repel one of their own towers (same color). It is forbidden to place a tower on a square where no "magnetic move" is possible. If multiple "magnetic moves" are available, the player must choose one. "Attract" means bringing an opponent's tower, which is at least one empty square away, toward the newly placed magnetic tower until it reaches the adjacent square next to it. "Repel" means pushing a tower of the same color away from the magnetic tower, until it encounters an obstacle: another tower, the edge of the board, or the Gonzaga Coat of Arms.

Attention! 1) It is only possible to attract or repel a tower if it is in "line of sight" of the newly placed magnetic tower. 2) The path of the attracted or repelled tower must follow horizontal, vertical, or diagonal trajectories through empty squares. 3) The attracted or repelled tower stops only when it encounters an obstacle; it is forbidden to stop it on a chosen square. 4) When a player has placed all 4 of their towers from the side of the board, they must take one of their own towers already present on the nearest horizontal row (traverse) to them, move it to another square of their choice, and perform the "magnetic move." If multiple towers of the same color are on the same row, the player may choose which one to use (a choice advantage!).

Bounce rule: Each time a repelled tower hits the edges of the board, the player may choose either to leave it on the final landing square or to make it "bounce" and continue moving, like a billiard ball, until it encounters another obstacle along its trajectory (a tower, the edge of the board, or the Gonzaga Coat of Arms). A tower cannot bounce when it encounters another tower or the Gonzaga Coat of Arms, or if it is repelled diagonally into one of the four corner squares of the board. Below are two different bounce examples (diagonal and orthogonal) using black towers:



Example of 3 diagonal rebounds with 4 potential landing squares (player's choice).

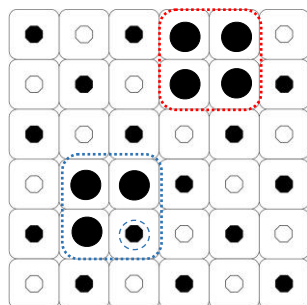


Example of 1 vertical rebound with 2 potential landing squares (player's choice).

- ★ : "Magnetic" Tower inserted on the board
- : Tower already on the board and repelled by the inserted tower
- : Possible landing squares for the repelled tower (player's choice)
- ➡ : Possible path of the repelled tower (player's choice)

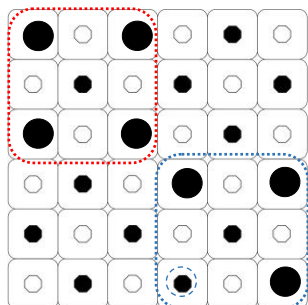
The objective of placing the towers while performing the "magnetic moves" is to create, using your own towers, one of the 14 variations of the "square castle" (complete or ruined) anywhere on the board. Below are the 14 possible variations of the "square castle", illustrated using the black towers as examples:

2 variants



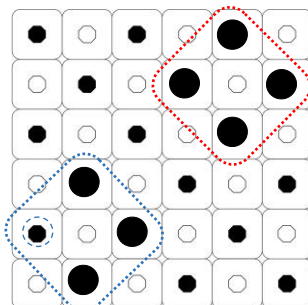
Castle made of 4 towers of the same colour. The 4 towers castle is called "complete castle".
A castle made of 3 adjacent towers of the same colour, with the fourth square of the "square" left empty and displaying an octagon of the same color. The 3-tower castle with the octagon is called a "ruined castle".

8 variants



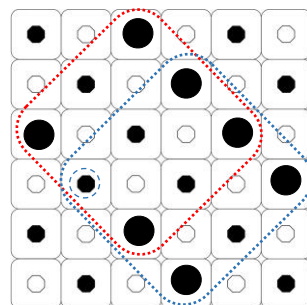
A complete castle made of 4 towers of the same color, each separated from the others by the same number of squares (1, 2, 3, or 4 empty or occupied squares). Variants: 4.
A ruined castle formed by 3 towers of the same color, each separated from the others by the same number of squares (1, 2, 3, or 4 empty or occupied squares), with the fourth square of the "square" left empty and displaying an octagon of the same color. Variants: 4.

2 variants



An "oblique" complete castle made up of 4 adjacent towers of the same color.
An "oblique" ruined castle made up of 3 adjacent towers of the same color, with the fourth square of the "square" left empty and displaying an octagon of the same color.

2 variants



An "oblique" complete castle formed by 4 towers of the same colour, each separated from the other by one empty or occupied square.
An "oblique" ruined castle formed by 3 towers of the same colour, each separated from the other by one empty or occupied square, with the fourth square of "square" left empty, and displaying an octagon of the same colour.

Gonzaga Coat of Arms: after performing the "magnetic move" and before ending their turn, the player may place the Gonzaga Coat of Arms (a neutral obstacle piece) on any empty square of their choice. If the Gonzaga Coat of Arms is already on the board, it may be moved to another empty square of choice.

Victory: the player who, at the end of their turn, creates a "square castle" (complete or ruined) through their own magnetic move wins the match.

Match duration: players may set the match duration as they prefer; for example, they may choose to play best of 3 or best of 5 games.