



How to win

Destroy the enemy tower with the crown on top to win the game.

Setup

1. One player plays with the red tokens, while the other player plays with the blue tokens. At the start of the game every player has 20 tokens.
2. Players take turns while setting up towers on the first two rows on their side of the board.
3. The maximum height of towers is 5 tokens.
4. **ATTENTION:** Towers of the same height are not allowed to be placed next to each other. Don't place them straight or diagonal next to each other.
5. After placing towers, both players place their crown on top of one of their towers.

Battle

The battle begins when all towers are setup. Players take turns for playing abilities and moving towers.

During a turn the players can do 2 things:

1. At the beginning of your turn, you can play one charged ability. If you don't have a charged ability or don't want to play an ability right now, you can skip this part.
2. Next you can move one of your towers on the board.

Move a tower

Towers can be moved in every direction (straight or diagonal) on the board.

The movement direction can't be changed while moving.

Towers can't jump over other towers while moving.

The height of the tower defines how far the tower can be moved.

Example: A tower with the height of 3 can be moved for up to 3 fields on the board. The player can choose to move the tower for 3 fields or for a shorter distance, such as 1 or 2 fields.

Attack

If an enemy tower is in range of your tower, you can attack the enemy tower.

You move your tower against the enemy tower to attack. Attacked towers are destroyed immediately and removed from the board.

The attacking tower takes the place of the attacked tower on the board.

ATTENTION: The height of the attacking or attacked tower doesn't determine which tower is getting destroyed. The attacked tower is always destroyed immediately.

Abilities

Charge abilities:

While destroying an enemy tower, you collect the tokens of the attacked tower. You can use these tokens to charge up your abilities.

The tokens will be placed on the circles on your player mat. You can only place one token per circle. An ability is charged, when every circle of an ability has a token placed on it.

If every circle is already occupied, the remaining tokens will be placed on the storage area on the left side of your player mat.

Tokens on the storage area can't be used for the rest of the game.

Use abilities:

You can use charged abilities at the beginning turn. Using an ability will remove the tokens used to charge the ability. The removed tokens will be placed on the storage area on the left of your player mat.

After using an ability you can still move one of your towers during your turn.

Abilities:

- **Move crown for 3 fields:** Move the tower with your crown on top for up to 3 fields.
- **Combine 2 towers:** Combine 2 towers, which are placed next to each other. The towers can be straight or diagonal next to each other. **ATTENTION:** Combined towers are allowed to be higher than 5 tokens.
- **Divide a tower:** Divide a tower into 2 towers. The 1st is placed on the field of the divided tower. The 2nd tower will be placed on a free field next to the 1st tower. The tower can be placed straight or diagonal next to the other one.
- **Switch position:** Switch the position of 2 of your towers.