

TORRES



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A strategy game for 2 to 4 players ages 10 years and up

TORRES

An ailing king has devised a unique challenge to determine who among his successors is the most worthy. He has put forth this challenge: Whosoever can claim the highest and largest castles over three years shall be the next king! Do you have the wits and wisdom to outbuild your rivals and claim the throne for yourself?

In *Torres*, you will build Castles on the Game Board using the game's special Castle Building blocks. Three times during the game, you will score points for the Castles occupied by your Knights. The player with the most points at the end of the game is the winner!

CONTENTS

- 1 Game board
- 92 Castle Building Blocks
- 28 Knight pawns
- 1 King pawn
- 4 100/200 Point tokens
- 40 Action cards
- 3 Year cards
- 1 Reference card
- 8 Master cards
- 1 Player Aid sheet



AIM OF THE GAME

The game is played over 3 phases called "Years". At the beginning of each Year, the players receive the Castle Building blocks shown on the Year card. At the end of the Year, players score points for the Castles occupied by their Knights.

The first Year is divided into 4 rounds, called "Seasons". The second and third Years each have only 3 Seasons. In each Season, every player takes 1 turn, spending their action points however they wish.

Note: In a 2-player game, every Year always has 4 Seasons.

After the third Year, the game ends and the player with the most points wins.

GAME SETUP

Place the **Game board** in the middle of the table. Each player takes:

- ◆ **7 Knights** in the color of their choice. Put 1 of your Knights on the starting space ("O") of the Scoring Track, and keep the rest of your Knights in front of you on the table.
- ◆ **10 Action cards** of their color. Shuffle your cards and place them in a pile in front of you.

Find the **Year card** that matches the number of players and place it next to the Game board where everyone can see it.

Note: The other Year cards are not needed and can be put back in the Game box.

4-Player Game Setup

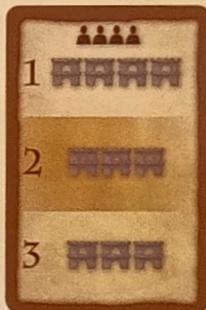


Place the **Castle Building blocks** next to the Game board as a general supply. Take 8 blocks and place them on the 8 squares on the Game board marked with a Castle symbol. These are the first parts of the 8 Castles that can be built during the game.

The Year card shows how many Castle Building blocks each player receives at the beginning of each Year. Give each player the blocks shown for the first Year. Place your Castle Building blocks in front of you, creating the number of "Towers" shown on the Year card. These will be your blocks for the first Year.

Example for a 4-player game:

1. In the first Year, each player receives 4 Towers, each with 2 Castle Building blocks.
2. In the second Year, each player receives 3 Towers, each with 2 Castle Building blocks.
3. In the third Year, each player receives 3 Towers, each with 2 Castle Building blocks.



Starting with the youngest player and going to the left, each player in turn places 1 of their Knights on any **unoccupied** Castle on the Game board. The last player also places the King on any Castle that does not have a Knight. This will be the King's Castle for the first Year.

You are now ready to begin!

LET THE CONTEST BEGIN!

Each Season is played in turns, going clockwise, with the youngest player going first.

On your turn, you have **5 action points (AP)** that you may spend to take any of the following actions. You can take your actions in any order you choose, and you may repeat the same action more than once:

- ◆ Place a Knight (2 AP per Knight)
- ◆ Move a Knight (1 AP per space)
- ◆ Expand a Castle (1 AP per Castle Building block)
- ◆ Buy an Action card (1 AP per card)
- ◆ Play an Action card (0 AP)
- ◆ Move your Knight 1 space up the Scoring Track (1 AP per space)

THE ACTIONS IN DETAIL

Place a Knight • Costs 2 AP per Knight

If you still have Knights that are not on the Game board, you may place 1 Knight on any **unoccupied** space that is **directly adjacent** to 1 of your Knights already on the Game board. This can be any open space on the Game board or on a Castle Building block that is not already occupied by a Knight or by the King.

The following rules apply for placing your Knights:

- ◆ You can only place your Knight on a space directly adjacent to 1 of your Knights that is already on the Game board, either horizontally or vertically, but never diagonally. This means that there is a maximum of 4 possible spaces around a Knight where another Knight can be placed.
- ◆ The space that you place your Knight on can be the same Level or a lower Level than the Knight that is already on the Game board, but cannot be on a higher Level.



What Does "Level" Mean?

The "Level" of a square is important, because it can affect scoring as well as the placement and movement of Knights.

A square's Level is equal to the number of Castle Building blocks in that square. So, if a Knight is directly on the Game board (not on a Castle Building block), the Knight is on "Level 0". If the Knight is on 1 Castle Building block, the Knight is on "Level 1". If the Knight is on 2 blocks, the Knight is on "Level 2", and so on.



Move a Knight • Costs 1 AP per square

During your turn, you may move as many of your Knights as you wish, as far as you want to, as long as you have action points to spend.

You may move your Knight:

- ◆ Only horizontally or vertically, never diagonally
- ◆ A maximum of one Level up per square moved (see illustration 1), but as many Levels down as you wish (see illustration 2)

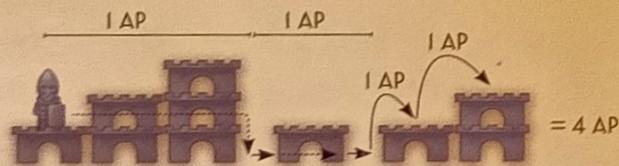


- ◆ Only onto or through unoccupied squares or Castle Building blocks. Other Knights—both your own and your opponents'—as well as the King are obstacles that you cannot move your Knight through (see illustration 3)



Moving through a Castle: The Castle Building blocks have doors on all four sides, and Knights can go through these doors. This means that a Knight can enter one door and exit any other door of the same Castle! This always costs only 1 AP. A Knight moving through a door must stay on the same Level or move down to a lower Level. A Knight may move through any number of Castles, one after the other, by spending the required APs.

Note: Action cards can override these rules!



Expand a Castle • 1 AP per Castle Building block

Towers provided by the Year card: The Towers of stacked Castle Building blocks in front of the players indicate how many Seasons are left in the current Year.

Each turn, you can only use Castle Building blocks from 1 of the Towers in front of you. You may choose which Tower you would like to use.

If you do not use **all** of the Castle Building blocks in your chosen Tower that Season, you **must** distribute the leftover blocks to your remaining Towers.

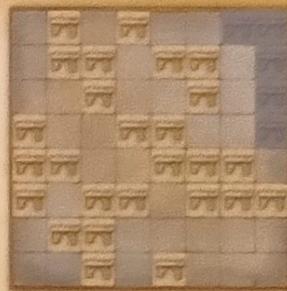
However, there is one restriction: You may never have more than 3 Castle Building blocks in any single Tower in front of you. If all of your Towers already have 3 blocks and you still have blocks leftover, you must return them to the general supply. You may never start any new Towers during the Year.

If you still have Castle Building blocks left over at the end of a Year, you may save them for the next Year, distributing them between your new Towers. However, the same rule applies: No Tower can ever be higher than 3 Castle Building blocks high. Excess blocks must be returned to the supply.

Castle Structure: Every Castle has a **base**. A Castle's base is all the connected squares with Castle Building blocks that make up the Castle. No Tower of Castle Building blocks in a Castle can ever be **higher** than the size of the Castle's base.

You must follow these rules when placing a Castle Building block:

- ◆ Castle Building blocks must **always** be added onto existing Castles; either on top of a block that is already on the Game board, or on a Level 0 square next to a block already on the Game board (increasing the Castle's base).
- ◆ A Castle Building block cannot be added to a Tower if it would make that Tower higher than the Castle's base. For example, if a Castle has a base of 3 squares, no part of that Castle can be higher than Level 3.
- ◆ When you increase a Castle's base, you **cannot** join any Castles together. Castles may only touch diagonally, never horizontally or vertically.



Example: The Castle highlighted in black in the picture has a base of 5 squares. Its base cannot be increased any more, or else it would touch another Castle, which is not allowed.

- ◆ You cannot add a Castle Building block to a square that is occupied by a Knight or the King (unless an Action card allows you to).
- ◆ You may add Castle Building blocks onto multiple Castles in the same turn.

Buy an Action Card • Costs 1 AP per card

Each turn, you may buy up to a maximum of 2 Action cards for 1 AP each.

When you buy an Action card, draw the top 3 cards from your facedown Action Card pile and choose 1 to keep. Put the 2 remaining cards back in your pile, facedown. You may return each card to the top or bottom of the pile, your choice (even returning one to the top and the other to the bottom). If you want to buy a second card, follow the same procedure, choosing 1 of the top 3 cards.

You **cannot** use your new cards on the same Season that you buy them. You must wait and play them during a later Season. There is no limit to the number of cards you can have in your hand, but if your deck runs out of cards, you may not purchase any more.

Play an Action Card • Costs 0 AP

Each Season, you may play no more than 1 Action card. You may play your card at any time during the Season. When you play a card, carry out the action described on the card, then remove it from the game (return it to the box).

You can find a description of all the Action cards on the Player Aid sheet.

Move your Knight 1 space up the Scoring Track • Costs 1 AP per space

If you still have APs left over, but you do not want to use them for any further actions, you may instead move your Knight ahead on the Scoring Track, increasing your score.

For each AP you spend this way, move your Knight 1 space forward on the track.

Important: There can only be 1 Knight on each space of the Scoring Track at a time! If you move your Knight onto an occupied space, you get to “jump over” your opponent’s Knight, moving yours 1 space forward to the next empty space.

THE END OF THE YEAR

The Year ends after the last player completes their turn for the last Season of the Year. At this point, all players score points!

You score points for **every** Castle that you have at least 1 of your Knights on. But, each Castle scores only once per player each Year, even if they have multiple Knights on that Castle. You only score points for your Knight that is on the **highest Level**.

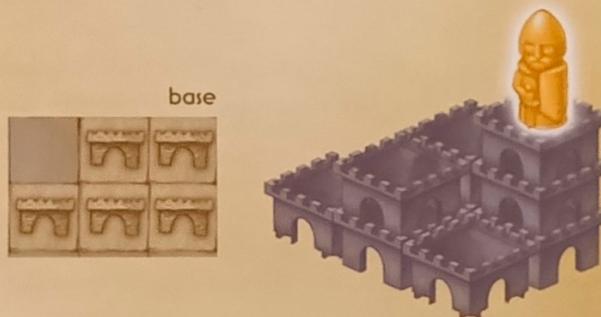
Playing Hint: For the first Year, you may find it is easiest to score one Castle at a time, awarding points to the players in clockwise order.

Playing Hint: After the first round, players score in order of their Knight on the Scoring Track. With the Knight furthest along the Scoring Track from the previous Year scoring first and the Knight that has traveled the least scoring last.

HOW TO SCORE

You score points for the Level of the Tower your Knight is on **multiplied** by the base of the Castle.

If multiple players have a Knight on the same Castle, they each receive points for their own highest Level Knight. The Knights of the other players do not affect their score.



Example: Anna’s Knight is on Level 3 of a Castle with a base of 5 squares. Anna receives 15 points for this Castle ($3 \times 5 = 15$). If Anna had another Knight here, she would not receive any more points for this Castle. If Roger had a Knight on Level 2 of this Castle, he would score 10 points ($2 \times 5 = 10$).

When you score points, move your Knight forward on the Scoring Track that many spaces.

Remember: Each space on the Scoring Track can only have 1 Knight at a time! If your Knight lands on an occupied space, jump over it to the next empty space.

THE KING BONUS

If you have a Knight on the King's Castle (the Castle the King pawn is on), you may get bonus points. After all players have received their points for all the Castles (including the King's Castle), see if any players get the King Bonus.

In order to get the King Bonus, you must have a Knight on the proper Level of the King's Castle. Every player who has a Knight on the required Level earns the King Bonus. It does not matter if this is the same Knight that scored points for the King's Castle during the normal scoring.

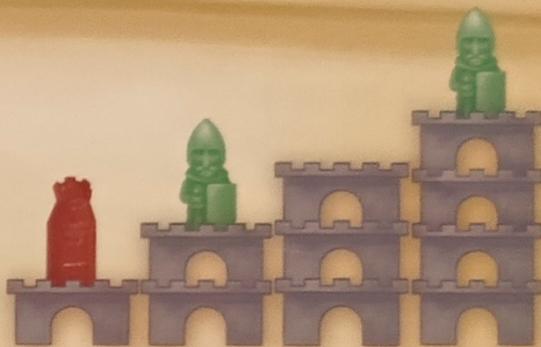
The required Level and the amount of the King Bonus is different every Year:

- ◆ At the end of Year 1: 5 bonus points if the Knight is on Level 1 of the King's Castle.
- ◆ At the end of Year 2: 10 bonus points if the Knight is on Level 2 of the King's Castle.
- ◆ At the end of Year 3: 15 bonus points if the Knight is on Level 3 of the King's Castle.

It does not matter which Level the King is on when you are awarding the King Bonus.

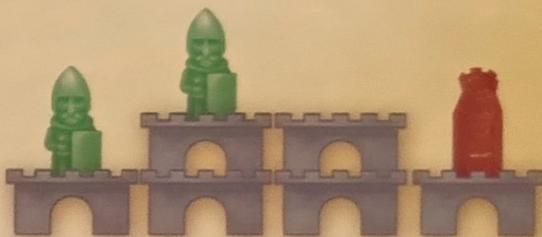
If you have more than 1 Knight on the required Level, you still only receive 1 King Bonus that Year.

Note: When a player's Knight moves past the O on the Scoring Track the first time, that player picks up the 100/200 Point token in his color and places the token near their area with the 100 side face-up. If that player passes the O on the Scoring Track a second time, that player flips the 100/200 Point token so the 200 side is face-up.



Example 1: At the end of the first Year, Lorenzo has 2 Knights on the King's Castle. Since neither of his knights are on the first Level, he only gets the normal points ($4 \times 4 = 16$ points).

If he is in the same position at the end of the second Year, he will get the 10-point King Bonus, since he now has a Knight on the required Level.



Example 2: It's the end of Year 2. Elizabeth receives 8 points for her Knight on the highest Level of the Castle ($2 \times 4 = 8$). She doesn't get any points for her Knight on the first Level, because only her highest Level Knight in the Castle scores points. She does receive the 10-point King Bonus, since she has a Knight on Level 2 of the King's Castle at the end of Year 2.

MOVE THE KING

After all players have received their points for the Year, including any King Bonus, the player who now has the fewest points on the Scoring Track may choose to move the King to any other Castle. The King can be placed on any unoccupied Castle Building block, on any Level.

Then, the Year is over and the next Year can begin. All players take new Castle Building blocks from the supply, as shown on the Year card. The player who has the fewest points on the Scoring Track chooses which player will take the first turn for the new Year.

WINNING THE GAME

After the end of the third Year—that is to say, after points are awarded for the third time—the player with the most points on the Scoring Track is declared the greatest builder in the Kingdom, claims the crown for themselves, and (most importantly) wins the game!

GAME VARIANTS

Once you have mastered the basics of *Torres*, you can make the game even more challenging by including any of these variants:

COMBINED ACTION DECK VERSION

This version of the game adds a little more luck to the play. Instead of giving each player their own deck of Action cards, shuffle all 40 Action cards together and create a single facedown deck next to the Game board. When you buy Action cards, you draw them from this common deck. The colors on the Action cards have no effect when playing this version.

All the other rules of the original game stay the same.

MASTER VERSION

Players that want a greater challenge can play this version of the game. All of the original rules stay the same, except for the changes below:

Starting Castles

Instead of placing the first 8 Castle Building blocks on the squares marked, the players decide for themselves where to build the Castles. Taking turns, each player takes 1 Castle Building block and places it on any empty square on the Game board, until 8 blocks have been placed. When you place a block, you must place it on a square that is at least 2 squares away from all other Castles horizontally and vertically. There must also be at least 1 square between them diagonally.

Example:



ACTION CARDS

At the start of the game, each player has all IO Action cards of their color in their hand. You do not buy Action cards.

MASTER CARDS

These cards give you another way to earn points during the game. Before play, shuffle all 8 Master cards. Turn 1 card over and place it face-up next to the Game board (return the rest to the box). This card applies to all players.

Some Master cards award points during each Year-end scoring, while others only apply at the end of the game. Either way, the effect is the same: Any player who fulfills the requirements listed on the Master card receives the number of bonus points indicated on that card, in addition to their normal score.



CREDITS

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This means that you must decide whether you want to try to work towards fulfilling the Master's challenge to get more bonus points, or concentrate on building your Castles to earn points in the normal way.

Unless the Master card says otherwise, it does not matter which Level or how many Castles your Knights are on. You can find a description of the Master cards on the Player Aid sheet.

Note: The illustrations on the Master cards are only examples of how you might fulfill the Master card's requirements.

ORDER OF PLAY

As long as all of the Knights are still on the starting position of the Scoring Track, the starting player does not change. However, as soon as any of the Knights have left their starting positions, the player with the most points at the beginning of each Season will be the starting player for that Season. The other players take turns after the starting player, going clockwise. This also applies when starting a new Year.

