



Torres (1999)

2-4 Players Designer: Michael Kiesling, Wolfgang Kramer

Duration: 3 Years [rounds]. 60 minutes



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Board Setup

- Place the game board in the middle of the table
- Find the **Year Card** matching the # of players and set by board
- Place 8 **Castle building blocks** on the 8 marked squares

Player Setup

- Players take the 7 **Knights** in chosen color. Put 1 Knight on start space "0" of scoring track
- Players shuffle the 10 **Action Cards** in their color, place face-down by their play area [**variant**: shuffle all Action Cards into a common deck for all players to draw from]
- Give each player **Castle blocks** stacked as shown on Year 1 of the Year Card
- Pick a start player. In clockwise order, players place 1 Knight on any unoccupied Castle block. The last player also places the King on any unoccupied Castle block

End of Year Scoring [3 times]

- Year 1: in turn order, score all Castles for player until all players scored. Then score King Bonus in turn order
- Year 2-3: score all Castles for player furthest ahead on the score track 1st, then continue through to last player. Then score King Bonus in same order
- **Castles**: for every Castle you have a Knight in, multiply the base of the Castle x Tower height of your highest Knight in the Castle. Your additional Knights on lower levels in the same Castle do not score VP. Remember to jump over markers on the score track if needed when scoring VP
- **King Bonus**: players with a Knight on the level = current round *in the King's Castle* score additional VP. It does not matter what level the King is on when scoring King Bonus. Each player can score for only 1 Knight per Year
 - Year 1: +5 VP for Knight on level 1 of King's Castle
 - Year 2: +10 VP for Knight on level 2 of King's Castle
 - Year 3: +15 VP for Knight on level 3 of King's Castle
- After scoring VP in Year 1 & 2, player in last place may move the King to any unoccupied Castle block on any level, and chooses the start player for the next Year
- Give players Castle blocks as shown for the next Year. Any left-over blocks from the previous Year can be added, to a maximum stack height of 3 per stack
- At the end of Year 3, most VP wins

Master Version

- **Initial Castle Placement**: in player order, place initial Castles on any board space until 8 are placed. Castles must have 2 empty orthogonal spaces between them [or 1 empty diagonal space]
- **Action Cards**: begin with all 10 Action Cards in hand. Purchasing cards is no longer a possible action
- **Master Cards**: shuffle the 8 Master Cards, turn 1 over, return rest -> box. This card provides addition scoring opportunity for all players – some cards score each Year, some at game end
- **Turn Order**: as soon as any Knights have scored VP, player with the most VP is the new starting player for each next turn, and play continues clockwise

Game Play

Clockwise from the starting player, you have **5 action points [AP]** to spend, taking **Actions** in any order you choose. May repeat an action multiple times. After each player has taken # of turns as indicated by the stacks on the Year Card, score Castles and King Bonus

Place a Knight [2 AP]: place 1 unplayed Knight onto an unoccupied space adjacent to 1 of your Knights on the board [not diagonal]. Can place on empty board space or unoccupied Castle block

- Can place on same level or lower level as the Knight on board, but not on higher level

Move a Knight [1 AP]: move 1 Knight horizontally or vertically [not diagonal] onto an unoccupied space or block

- Can move up max 1 level per square moved, but down as many levels as you wish
- Cannot move through spaces occupied by any Knight [including your own] or the King
- Can use Castle doors to move through a Castle, exiting to any space at same or lower level for only 1 AP

Expand a Castle [1 AP]: select any 1 of your stacks of blocks & place some of all of those blocks onto unoccupied spaces. You can only place blocks from 1 of your stacks each turn

- Block must be added to existing Castles, either on top of an existing block or adding to the base at level 0
- A block cannot be added on top if it would make that Tower height > the total Castle base
- Castles cannot be joined together by expanding the base, but may touch diagonally [still considered separate]
- Can add to 1 or multiple Castles on the same turn
- After placing blocks, any left-over blocks from stack can be distributed to your remaining stacks to max height of 3 blocks. Any remaining blocks are returned -> box. However, on last turn of Year, blocks can be saved to be added to stacks in the next Year

Buy an Action Card [1 AP]: draw top 3 cards from your face-down pile & select 1. Put 2 remaining cards back into face-down pile, placing each card on top of bottom of deck [your choice]

- **Cannot** use card in same turn as you buy them
- Purchase max 2 cards per turn. No hand limit. When cards are used, they are discarded -> box

Play an Action Card [0 AP]: play max 1 Action card per turn from your hand at any time during your turn. An Action card may override a standard game rule

Move up VP Track [1 AP]: move your Knight 1 spot up the score track. There can be only 1 Knight per VP track space, so jump over any adjacent Knights to next space if needed